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ELECTRONIC GAMING

MONTHLY

NUMBER 11

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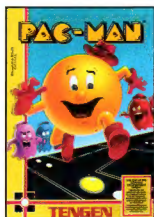
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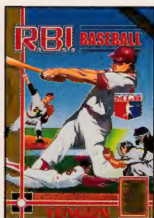
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Vic Tokai scores a direct hit with a solid action/adventure game that combines the best of the original Golgo 13 with all-new play techniques. Get a good look at what could possibly be one of the best sequels ever released as EGM adds The Mafat Conspiracy to its list of award-winning super-stars!

INTERNATIONAL OUTLOOK.....24

EGM visits Japan to take a look at what's moving and shaking in the video game capital of the world, Tokyo! We grab some of our favorites off of the Yodobashi Camera store shelves and rip them apart in this month's special preview outlook!

SPECIAL EGM SUPPLEMENT!!! SUPER MARIO BROS. 3 VOLUME 2

As promised, EGM returns with an all-new selection of top secret tricks and tips for one of the most popular Nintendo games ever released! Now that you can destroy the game with the magical whistles and 99 men, try exploring some more mysterious regions of the game with EGM as your tour guide! Locate hidden rooms that hide great riches, see where all-new 99 man tricks can be performed, and learn how to locate other programming flaws and take advantage of them! It's all here in EGM's tribute to what has to be one of the most amazing home video games ever released for any system!

ELECTRONIC GAMING EXPRESS..28

Here's the place to turn to if you want exclusive insider info first! Check out the first photos from games played on Galoob's Game Genie featuring Mario over the flag and Birdo spitting fish. Also be sure to look for the top secret prototype drawing of Sega's Game Gear portable system that plays a whole new type of games!

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AWESOME!



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ELECTRONIC GAMING NUMBER 11

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Electronic Gaming Monthly is published 12 times a year by Sendai Publications, Inc. Electronic Gaming Monthly subscription rates for U.S.: \$19.95, Canada and Mexico: \$29.95, and all others by air mail only: \$80.00. Single issue rates: \$3.95. All subs go to 1920 Highland Avenue, Suite 300, Lombard, IL 60148. The editors and the publisher are not responsible for unsolicited materials. No part of this publications may be reproduced without the expressed written permission of Sendai Publications, Inc. Copyright 1990, Sendai Publications, Inc. All rights reserved. All materials listed in this magazine are subject to manufacturers change and the publisher assumes no responsibility for such changes. Printed in the USA. Printed with pride!



STRIVING TO BE THE BEST...

Welcome once again to Electronic Gaming Monthly, your one-stop source for the complete picture on video games! No matter what systems you own, or what type of games you enjoy to play, EGM covers it all!

As we continue to publish EGM, we are constantly looking for ways to make your magazine better. A lot of the guidance we get comes from you, our loyal readers, the ones who make all of the hours at the keyboard worthwhile. We've listened to what you've said in the past and that's helped us shape EGM into the magazine you now hold.

That's not to say that we've stopped evolving. In fact, regular readers will notice a big change in this issue of EGM. No, we haven't dropped any of the regular columns - we simply made them look a whole lot nicer! Beginning with this issue, we're employing a new computer system that will allow us to bring even more color and photos to the pages of the magazine. Combined with our editorial philosophy, we think that the addition of vivid visuals will improve the quality of EGM throughout.

Unlike other mags, however, which rely heavily on one aspect of production or the other, we want to make EGM a well balanced collection of good looks mixed with breaking news, exclusive previews, helpful tricks and no-holds-barred reviews.

EGM has consistently delivered the scoop on new systems, games and innovations and this edition is no exception. Turn to page 24 and you'll get a sneak peek at a number of new games that have been released in Japan and may soon end up on store shelves in the States! Some of these great new games that you'll see for the first time include Fantasy Star 3 and Final Blow for the Japanese Genesis, as well as a new soft for the NEC Super Grafx (which up until now has been sorefully dry on games). Flip the pages and you'll get the first pictures to be published of the Nintendo Express hand-held from BDL and the Micro Drive from Sega. You'll also get the complete behind-the-scenes story on how these devices came into being! The Express section also contains some of the most specific info on the Game Genie, America's new super peripheral that may be sold to a major toy company.

Throw in plenty of photo-reviews, the second volume of our Super Mario Bros. 3 Survival Guide and the follow-up to our Phantasy Star 2 Power Pull-Outs and you get yet another explosive EGM packed with info on dozens of games.

Send us your thoughts through the mail and let us know how we're doing. If you have an idea that you think will make EGM better, by all means please share it with us! Remember, in the end this is your magazine, and since the editors of EGM are all avid game players we have a grip on electronic gaming that you won't find anywhere else - but that doesn't mean we don't want your input! Write to us at EGM Interface, 1920 Highland Avenue, Suite 300, Lombard, Illinois 60148.

Now let the games begin...

STEVE HARRIS
Editor

KWIRIK™

HE'S A-MAZE-ING!

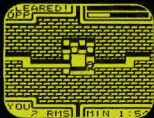
Kwirk's in a bit of a stew. His main squeeze, Tammy, has been trapped, and Kwirk's the only truckin' Tomato with a chance to rescue her. With Kwirk, you'll move bunches of



blockers, outwit plenty of pits, and mash through many a maze.

And just when one labyrinth seems to be licked...an even trickier one appears.

So put on your shades, get your thinker in gear and join the a-maze-ing Kwirk in his quest to solve this puzzling predicament.



And remember, Tammy's only got one hope...you!

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WHAT'S THE STORY?

I read in a competing video game magazine that Sega never released their 8-Bit Master System in Japan, yet I get a different message when I power-on my games through the Genesis converter. What's up? That same magazine also reported that the Nintendo 16-Bit Super Famicom has been released. Since I'm looking to buy a Super Famicom when it's released I'd appreciate it if you could tell me where I could purchase one.

Dan Snow
Jacksonville, FL

(ed. Don't believe everything you read in other mags Dan. Sega most certainly did release a version of their 8-Bit Master System in Japan under the name of Sega Mark III. While several games were released for the unit (which has since been discontinued) that have yet to make it to our part of the planet, the machines are unfortunately incompatible.

The info you got on the Super Famicom was also in error. The long-awaited Nintendo 16-Bit won't be unveiled to Japanese customers until March of 1991 according to our sources. A stateside release has been rumored for later that same year, although recent rumblings are telling us that we may not see the Super Fami until 1992!).

REVOLUTION NUMBER 9

I just recently became a dedicated fan of your magazine. I want you to know that your #9 issue is the best, I mean best, video game mag I have

ever read. Number 9 (as I call it) showed some truly remarkable photos no other magazine has shown.

When I read the reviews and saw all those clear pictures of new games, I was hooked, especially the screen photos of Super Monaco GP, Thunder Force 3 and E-Swat. Excellent job! Two Thumbs Up!

Chris Sims
Milwaukee, WI

Your coverage on the Genesis and Nintendo at the CES was spectacular! While you spent 14 of your own pages on Nintendo with nearly 65 games previewed, the latest issues of your competitors spent a rinky-dink 2 pages on CES. It announced most of the titles you did, but without screen shots and they severely lacked details on most of the games.

Jason Sylvester
Bangor, PA

WOW! Your issue Number 9 really blew me away! I'm having a hard time recovering! Actually, I don't want to recover. Your magazine is totally intense, and I don't think I'd be able to function normally without it.

Leif Larson
Fort Atkinson, WI

(ed. We sure are glad that you liked our CES coverage guys! We knew you'd rather see that games over the people who made them, so we spent over thirty hours on the show floor creating issue number nine. Expect to see the same kind of coverage after the Summer CES in issue 13).

RATING THE REVIEWS

In issue number 9, all four of your esteemed reviewers awarded Super Mario Bros. 3 a "9". Is this "9" based on a scale solely for 8-Bit systems, or is it for all systems, Genesis and TurboGrafx-16 included? Super Mario 3 is a good game, but what if an even better game comes out for

the Nintendo? You'll then have no choice but to award this game at least a "10"! Then, if it is for all systems, what will you award the truly excellent 16-Bit games which may be released later this year? A "12"? "14"?

Cosmo Holding
Brooklyn, NY

You guys really blew it! I'm talking about your collective reviews of Space Harrier for the TurboGrafx-16. You really said nothing about the game. All you did was complain that it was just another version of Space Harrier.

Wisen' up dudes! Not everyone has access to all the game machines you do. People who previously owned a Nintendo and own a Turbo now have never had the opportunity to play Space Harrier. And did you have any useful criticism of the game? No. You just blasted it for being available on more than one system. I for one read your four-way reviews before making my investment decisions. I need useful info, not whining.

Gary O'Neal
Murfreesboro, TN

(ed. A review, by definition, should examine all aspects of an item and provide a definitive appraisal of the item's worth or usefulness.

At EGM we employ four different PLAYERS who each possess a rich background in gaming. These are the credentials that the Review Crew uses when looking at new game products. Each reviewer, independent of the others, plays the game to its completion before making any critical comments. The EGM reviews, unlike other magazines, are written for the player, not the advertiser, and thus provide information that can help you decide which game is right for you.

We don't compare games to achieve the ratings, and games aren't handicapped simply because of the system they run on. Space Harrier was not reviewed low because it had been on previous systems (although that was mentioned), it was given its numbers due to its playability. And since a "10" constitutes a perfect game that can not be improved upon, there is still plenty of room for games greater than Super Mario 3.

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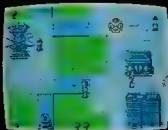
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**UNTIL NOW
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A COMPUTER
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PHANTASY STAR II.**

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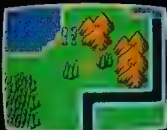
Screen 1. The heroine Alis strikes at a monster seen in your dream.



Screen 2. Your party explores the inner city and discovers the Control Tower.



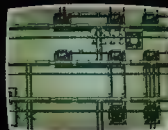
Screen 3. In shops, you buy some critical equipment you will need in your quest.



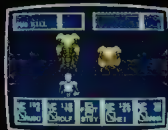
Screen 4. Carefully explore the wilderness outside the city on the planet Mota.



Screen 5. Burnwolf and Head Rot are mutant monsters you must destroy to succeed.



Screen 6. In the dungeons below the city your search is constantly beset by monsters.



Screen 7. Pug, an evil foe, keeps you from your appointed rounds and possibly success.

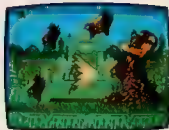


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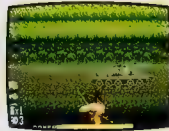
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Rambo III®

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Welcome to the ultimate adventure game. Phantasy Star II for the 16-bit Genesis system features the biggest memory (6 mega) videogame cartridge to date. With 19 multi-level maze dungeons and 9 separate cities to explore, you'll be glad that we've included a 110 page book filled with maps and hints to help you on your journey.

Mother Brain controls the planets, Mota and Dezo. But something has gone awry. The planets are flooding. The temperature is rising. And the cloning process is turning out mutants.

Your mission is to correct the problems. First you'll have to find the Central Tower from which the Algo Star System is controlled. You'll also visit factories, science labs and data libraries to plot your course.

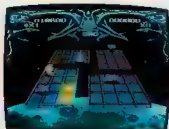
Choose your partners from among Hugh, the biologist, Shir, the thief, Kain, the wrecker, and many more. Travel light—in Knife Boots and Carbonsuit. Stalk boldly into the unguarded wilds armed with magic and an amazing array of armory.

Together you fight hundreds of Biomonssters and solve twisted riddles that will hopefully lead you to your goal. Your quest may last hundreds of hours, so we've included battery memory backup so you can take a break. Then you can resume playing exactly where you left off.

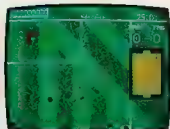
Where else can you find such excitement, but on Genesis from Sega.



Super Hang-On™



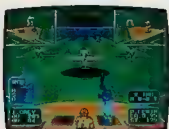
Zoom!™



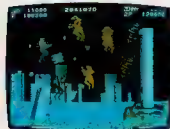
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TeleGenesis Modem and Games: These products are planned for future availability, and are sold separately. Each player needs a Genesis console, TeleGenesis modem and TeleGenesis game cartridge to play.
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OVER THE HORIZON

There are two video games that I'd like to ask you about. The first is the coin-op game Final Fight by Capcom. In EGM #9, you said that Final Fight might come to Sega Genesis. Is there any more information on that?

The second video game is one that a salesperson had told me about. He said that a sequel to Strider (for the NES) will be coming out for the Sega Genesis. Is this true?

Bobby Egbert
Valley Stream, NY

(ed. Final things first. Final Fight is rumored to be in development at Sega in Japan. Part of what will determine Final Fight's 16-Bit fate in the U.S. will undoubtedly revolve around any potential NES release for the game. If that happens, and it has been announced in the past, you can probably kiss Final Fight good-bye here, unless any NES version is drastically different.)

As far as Strider is concerned, your clairvoyant friend is only half-right. There is indeed a 16-Bit version of Strider in development, but it is based on the arcade version of the game, not the Nintendo original. The game looks fantastic from the early screens we've received.)



Strider for the 16-Bit Genesis

COWABUNGA!!!

Will there indeed be a four-player Teenage Mutant Ninja Turtles video game on Nintendo or Genesis like I've heard? If so, from who and when?

Chris Cobb
Kansas City, MO

(ed. Konami is working on a sequel to their first Turtle game on the NES which may be a four-player. It uses larger characters as well as an action-packed arcade theme.)

GO TO THE ARCADE

I just want to compliment you on an incredible magazine! My only complaint is that you guys claim to cover the arcades but in reality you hardly have any coin-op reviews at all. I happen to be a big arcade gaming fan and would love to see more arcade action in your pages.

Ryan Fabich
Texarkana, AR

HERE WE GO AGAIN...

I've read the letters discussing the Turbo vs. Genesis. I own a Genesis and have compared it to a friend's Turbo and it's simply quantity vs. quality. Although the Turbo has more games, the quality of each individual game compared to Genesis is much to be desired. Furthermore, Genesis has a higher percentage of arcade hits and their sports games are more realistic. My Turbo friend and I both agree that Genesis wins hands-down!

Brad Pirochita
Lansing, MI

I own a TurboGrafx-16 and I think it surpasses the Genesis by a mile. Turbo games have better game play and are more fun. R-Type and Side Arms are a couple of examples. There are also more games for it. I totally disagree with Genesis being called the "System of the Year".

Steven Iway

I am responding to a letter written last month by Mark Payne of Little Rock, AR. In his letter he stated that the Sega Genesis had annoying flicker problems. This is definitely untrue. I work in a computer software store where we also sell Nintendo, Genesis and TurboGrafx. I own both the Genesis and Turbo and have thoroughly played all the games currently available for both systems. There are absolutely no flicker problems in any Genesis game (not even Ghouls 'n Ghosts). Yet, in the Turbo version of R-Type, there is a major amount of flicker (specifically during the scene where you fight the Boss on the second level). Check it out yourself.

Mark Blanco
Charlotte, NC

I am glad to see fellow Turbo-ites writing in response to your Turbo vs. Genesis article. I too felt slightly upset after reading your verdict. It seems that you completely ignored one of the Turbo's greatest peripherals, the Turbo Tap! Have you ever played Moto-Roader? I can't explain the amount of fun my friends and I have playing a cart like this (with five cars racing at the same time).

I play Genesis quite often and I love both systems, however, it is very disappointing that every two-player game I've played so far on the Genesis has been completed in the first or second day of purchase.

Genesis is far superior in the area of graphic realism. No Turbo game can match the scenes in Revenge of Shinobi. But can Genesis match the speed or intensity of Blazing Lazers?

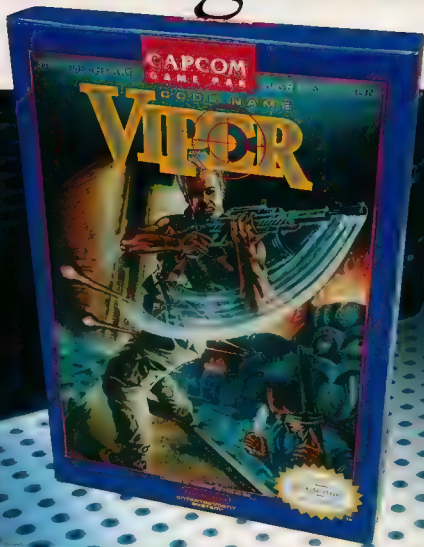
Your article was on the money when it said that the decision rides on the types of games you like. That's where it should have ended. Both systems are great and I hate to see a choice made for people. They both deserve to be played before purchased. My reason for choosing Turbo was because of the CD-ROM and it was well worth it.

R. Check
Bethlehem, PA

First off, we know the Turbo and the Genesis have basically the same visual effects and not a lot of difference with audio output. The REAL question is "Who is going to get the most good playing games?" The Turbo has a lot of possible games coming from the PC Engine, but how good are they? The Turbo games don't graphically impress me (Pac-Land? Get real!) and don't have great game play! While on the other hand, the Genesis has shown that it is going to have a steady supply of powerful carts! Another question is distribution. In my town there is only one store with the Turbo and sap games, while the Genesis is in about every store. I'm surprised it's not in the corner IGA! It's your choice but I know which one I'm getting!

Chadwick Johnson

Code Name: Viper You're The Drug Lord's Worst Nightmare!

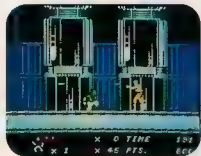
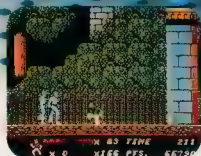


Your commander has instructed you to destroy a powerful drug cartel in South America, free innocent hostages, and bring in the murderous Drug Lord. No Sweat, Right?

Within minutes of landing in the South American Jungle, you've infiltrated the drug cartel's bases. Dodging bullets, you stumble into a hidden door to find better firearms and ammo. Hostages, too. Things are lookin' up!

You must now locate your fellow agent and collect the explosives you'll need to finish your mission--and the murderous Drug Lord.

- **Power Jumping:** A great skill when you need to dodge bullets or mount sneak attacks.
- **Hidden Doors:** Behind them, find hostages, additional weapons and ammunition.
- **Secret Communique:** As you advance through the 8 levels, you'll uncover the message--and the dreaded Drug Lord.
- **Bombs:** Handed off by a fellow agent, use these to escape to a more challenging level.
- **Spectacular Graphics:** Sensational graphics make South America's dangers come alive!



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ELECTRONIC GAMING

REVIEW CREW JIM

STEVE

ED

MARTIN

JIM

Mr. Editor has been playing quite a few games this month. After blasting through GaiDen 2 and Abadox Steve is now concentrating on Code Name: Viper.

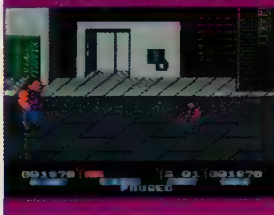
Ed's big complaint this month is the Phantasy Star 2 book packed in with the game... "spoiling the fun". Ed's still into Bonk for Turbo, as well as the new shooter Cyber Core.

Martin's been after some new Genesis excitement and did he find it in Thunder Force 3. NES sequel, Super C has also been keeping our resident champ busy!

Back with a bundle of softs from Japan, Jim has been going crazy with a load of action games and shooters, as well as trying to translate the Japanese on the RPGs!

Nintendo - Taito Target: Renegade

Type: Action Release: Now
Levels: 8 Difficulty: Avg.



You're on the mean streets once again, called to duty to take out the punks and thugs that have slowly taken over the neighborhood. Only your superior fighting skills can eliminate the scum who call your territory their turf.

In this sequel to the first Double Dragon-style fighting game, you take on even more gangs of weapon-wielding maniacs and try to show them who's boss!

While the intentions of this Double Dragon wanna-be are nice, the execution of the idea is just awful. Although the moving backgrounds are quite detailed, the characters are very pale by comparison and suffer from tons of flicker.

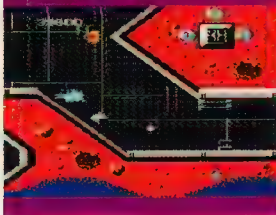
Target: Renegade is nothing special. The concept isn't even average in execution and game play, while borrowing on the original Renegade's theme, hasn't evolved. I expected much more, and this game didn't deliver.

Another punch-and-kick game trying to be Double Dragon. Target has average graphics and a horrible flicker problem that occurs whenever more than 6 characters get in a row. The music is cool but that doesn't help the poor game play.

Target: Renegade could have been a blow-out sequel that surpasses even Double Dragon. There are lots of new moves and the graphics are a world better than the original. The game play falls flat, however, and falls prey to incredibly bad flicker.

Nintendo - Vic Tokai Terra Cresta

Type: Shoot Release: Now
Levels: N/A Difficulty: Avg.



This little-seen coin-op follow-up to the classic Moon Cresta finally hits the NES.

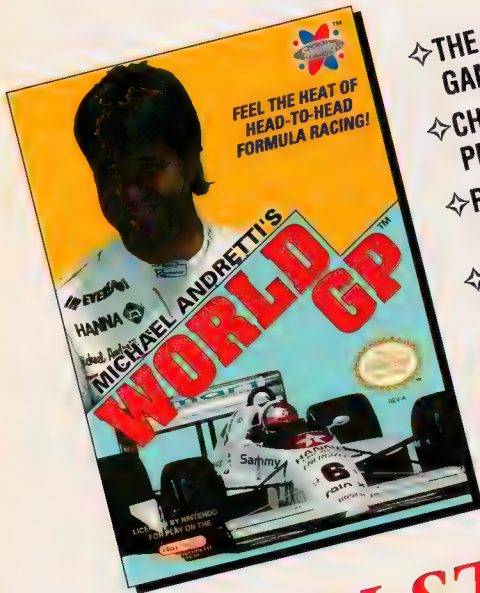
Captured by the Supreme Commander of the Forces of Darkness, you command a sleek star fighter in a battle against the alien entity known as Mandora. Using the capsule power-ups which are scattered across the planet, you can form new, more powerful vehicles, including an invincible Firebird!

I love a good shooter and Terra Cresta does a pretty good job of covering all the bases. There are intense shootouts, some unique power-up technology, and big Bosses. The graphics could have been better but the game play is decent.

This would be better with more diversity, but Terra Cresta does have good action and a split-formation fighter that is unique. After a couple rounds, however, you lose the incentive to play further and the game repeats.

A good shooter which delivers solid game play and a moderate level of challenge. Terra Cresta is your basic overhead shooting game with original power-up weapons. Customize the power-ups and go to battle. Not outrageous, but a good game.

You won't find a lot in Terra Cresta to nominate for originality, but if you want a pretty straightforward vertical shooter than this one should do nicely. The graphics are adequate and the play is frenetic. The power-ups are nice but not worthwhile.



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Nintendo - Tradewest Super Off-Road

Type: Driver Release: May
Levels: 30 Difficulty: Easy



Super Off-Road, adapted from the mega-hit arcade game of the same name, is a driving game of a different kind. Employing a "race-around-the-track" style and perspective of Super Sprint with three-dimensional hills, ramps and hazards, Super Off-Road degenerates into a fuel-injected free-for-all with up to four players competing simultaneously. Power-ups increase car efficiency and add to the game play.

By yourself, Super Off Road is a great combination of wild driving stunts and nice graphics. But in the multi-player mode, the game explodes as one of the best drivers ever! The arcade feel remains intact, but the game isn't as challenging.

A good translation of the arcade that takes a bit of time to master the controls. It is one of the first racing games to successfully implement a four-player option and it's angled track perspective allows much more of a three-dimensional feel.

This is an excellent game that looks kind of rough around the edges, but plays like dynamite. Just like the arcade version, Super Off Road is an out-of-control race around the track that becomes a blast when four people play. Great conversion!

This is a very fun game. It's look may leave some to be desired, but the feel of the cars, mixed with the frantic action of four different vehicles bobbing around the screen, make Super Off-Road one of the best new games of the year!

Nintendo - Vic Tokai Mafat Conspiracy

Type: Action Release: May
Levels: 6 Difficulty: Avg.



Special Agent Golgo 13 is back in an all-new super spy adventure! This time Duke Togo must track down a sinister band of terrorists known as the Mafat, who have kidnapped a world-famous scientist and taken technology to bring satellites crashing back down to Earth.

The Mafat Conspiracy uses action, shooting and driving scenes in tandem with cinema displays to show off the interactive plot!

Mafat is made in the tradition of Ninja Gaiden, of the action here is more laid back as the story is intense. That's not to say the game isn't challenging and it is definitely more diverse, with mazes, car scenes and more! Thumbs up!

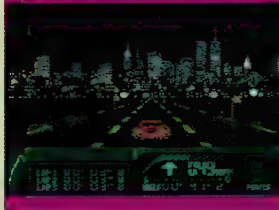
A fantastic game! Vic Tokai has expanded the original version of Golgo 13 with a lot of action and intermissions and a story straight out of a James Bond novel. This is a dramatic improvement over the first and definitely one of the year's best!

There is a lot of substance in Mafat, with side-scrolling action, driving and first-person mazes and shooting. The styling and cinema displays are cool and the graphics are top-notch, but the game play could have been slightly better.

While Mafat is produced very well, with cinema style and a good storyline, the action scenes seem a little bit less than what they could have been. Although graphics are detailed, there's never much intensity here. Good anyway.

Nintendo - Square Rad Racer 2

Type: Driver Release: May
Levels: 8 Difficulty: Avg.



Here comes the turbo-charged sequel to one of the most memorable NES classic, Rad Racer! Rad Racer 2 expands upon the previous game by throwing together all-new courses, new music and even more challenging game play as you battle across the United States in your auto. Better graphics and sounds populate this follow-up being released directly from Square, the developers of the first Rad Racer.

Beyond some graphic and sound changes, I can't tell that much difference between Rad Racer one and two. I really enjoyed the original, and the sequel is a welcome surprise, I wish they could have done more to make it even better.

Not a spectacular game at all. Rad Racer 2 is not any worse than the first, but it's not better either. The game controls and plays exactly like the first, only the backgrounds and goals have been added. There needs to be a little more in this one.

An average sequel to one of the best Nintendo games. Rad Racer 2 tries to recapture the look and feel of the first, but the scrolling isn't as smooth and the game play isn't as good either. The only big plus is its harder than the first.

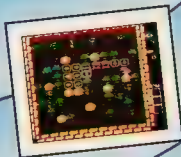
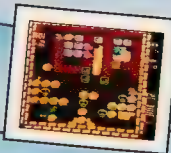
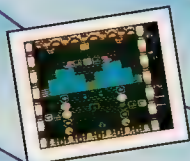
Rad Racer is as good as ever, with brand new courses and options. The cars control the same and you still get some "coasting-time" before you stop (I always liked that!). If you liked the first then you should enjoy the sequel.

LOLO 2



He's Back and Ready for Action!

Our hero Lolo has charmed, enchanted, and confounded puzzle-loving game players around the world with his unflinching courage and plucky persistence—and now he's off for his second quest! Join forces with Lolo and his faithful sidekick Lala for another journey full of puzzles and pitfalls. Praised by players, critics and educators alike, the Lolo series teaches logical thinking and patience without sacrificing the fun! Improved graphics, increased difficulty, and new tricks and techniques will keep you guessing through every fun-filled moment. A game for mental giants of all ages. Available March, 1990.



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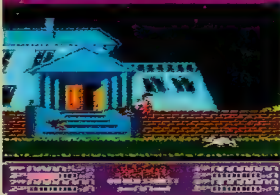
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Nintendo - LJN Nightmare on Elm

Type: Adv. Release: May
Levels: N/A Difficulty: Avg.



Freddy's back!

The king of movie-licensed video games, LJN, kicks off 1990 with the vid version of everybody's favorite horror character (excuse me Jason), Freddy Krueger!

In A Nightmare on Elm Street the video game you control a troubled teen who must uncover secrets, find missing people and fight monsters in both the real and dream world, ultimately taking on Freddy himself!

Elm Street does fare pretty good in most respects. The transitional game play, to the dream world and back again, provides an interesting twist, but the graphics aren't great and the play not as engrossing as it could be.

This game capitalizes on a movie name and doesn't deliver a decent game to back it up. The play is barebones, with the exception of some harder dream sequences, and delivers very little of the potential fun the theme could have created.

Welcome now to a 4-player Friday the 13th. While not as bad as Friday, Nightmare is kind of a disappointment. All you do is jump enemies and collect bones. The Bosses are good, but the entire game is repetitious.

This game, while possessing a fairly large environment to explore, just isn't intense enough. The dream sequences are a nice angle, but the play doesn't do much - just the graphics. Elm St. tries to be Simon's Quest but comes up short.

Master System - Sega Psycho Fox

Type: Action Release: May
Levels: 6 Difficulty: Avg.



One of the first Master System games to appear since the major Sega reorganization, Psycho Fox meshes parts of the standard action game formula (attacking, jumping, etc.) with familiar themes like character swapping that have been made popular in other games like Super Mario 2. The end goal, as in most games of this sort, is to reach the end of the round and move to a confrontation with bigger baddies.

Psycho Fox does a good job of revealing what a real game machine the Master System is. This game does have some rough points, but the graphics, action and options elevate it to the position of one of the better Sega 8-Bit offerings.

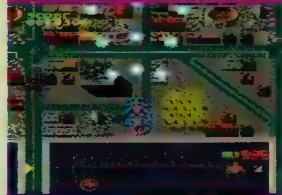
A Super Mario clone in a Sega disguise that takes a fox instead of a carpenter. Multi-screen scrolling up and sideways make this an inviting title with a lot of charm. All the Mario-style game play Sega fans have been waiting for.

There's no doubt that this game was inspired by Super Mario-style games, but Psycho Fox has a few advances over the original Super Mario adventure. No where near as good as Mario 3, but a nice action-filled change of pace for Sega.

I'm glad to see that the Sega is finally getting a steady stream of worthy of the system. Given Axe showed me that the Master System was still viable, and Psycho Fox reinforces it. Lots of action, dual movement, and decent graphics give this a boost.

TurboGrafx - ICS Cyber Core

Type: Shoot Release: May
Levels: 8 Difficulty: Avg.



Cyber Core cast you in the role of a rampaging robot, out to make the galaxy safe again.

Maneuvering about the screen in every direction, you must employ several different types of power-ups which can be improved upon independently for great firepower. Other special items can also be collected as you skim over eight different landscapes and battle eight different Bosses.

This game is very good, once again showcasing Turbo's ability to produce some visually stunning games that play good too. The action is a bit repetitive here, with not as much diversity as Blazing Lazers, but shooter fans should be happy.

A very well done vertical shooter by NEC with excellent graphics throughout. The customizing and power-ups offer great power and the bosses fill the bill. An outstanding game that Turbo owners will find surprisingly well done.

Cyber Core, while not as good as Blazing Lazers, has great backgrounds and well detailed characters that are up enough to blast. The action gets frantic and the power-ups add a lot to the play of this all-out shooter!

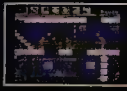
I wanted to like Cyber Core more than I do. After all, the game has great graphics and plenty of action. The problem is that the overwhelming weapons make it too easy until the last level. More balance in difficulty would have worked better.



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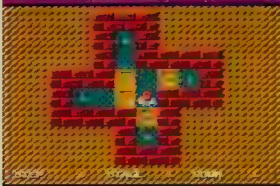
world for their own profit. Control Orin and your falcon Cutrus alone, or in the unique simultaneous mode, where you are Orin, and your friend is Cutrus. Contains Password feature.



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Genesis - Dreamworks Shove It!

Type: Puzzle Release: May
Levels: 160 Difficulty: Hard



Shove It represents the 16-Bit version of the many box-pushing puzzle games that have populated the screens of the hand-held GameBoy system. For those of you unfamiliar with the genre, you must maneuver a character around a maze of boxes. Each room contains a set number of boxes, as well as target dots which the boxes must be moved on top of to complete rounds. Intermissions and codes are added to play.

While it could be said that Shove It! is a nice game that is well executed, what in the world is it doing on the Genesis? It's a puzzle game on the Game Boy as Boggle, but as a 16-Bit entry it comes up way too short. Not enough of a game for the Genesis.

While puzzle games offer a new category for the systems, this niche doesn't fit the Genesis format. I love puzzle games, but the average graphics and repetitive intermissions don't interest me. It's a puzzle game, but not for Genesis.

Shove It! is an O.K. game that isn't much fun as a puzzle game. With all the power that the Genesis has you expect more than just a regular puzzle game that is done just as well on the GameBoy. With a few changes it could have been better.

C'mon, please tell me you're joking! A puzzle game that is on Genesis? Well, if you want a puzzle game, then this is probably as good as you'll get, but it's boring and repetitive, even with the edit options. Color and intermissions don't save it.

Genesis - Sega Cyberball

Type: Sports Release: June
Levels: N/A Difficulty: Avg.



Adapted from the arcade masterpiece, Cyberball is futuristic football set in the 21st century. Robot gladiators have replaced humans and while the goals of the game are the same, some new rules are added.

Work your way through the championships against opposing teams. Collect money to replace worn out players or fix them up in the shop. Cyberball will be compatible with the Tele-Genesis modem.

Cyberball is fairly faithful to the coin-op game on which it's based, but the controls of the game off a bit sluggish. The field also looks slightly distorted, but the joy of Cyberball, its game play remains. Better as a two-player, but O.K. otherwise.

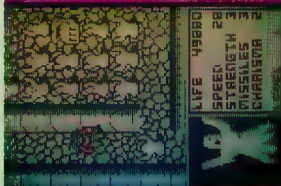
A great football variation using robots to replace humans. Good effects provide animation and, in the loose sense of the word, this game matches the arcade, delivers pseudo-football play and is very well done.

Cyberball is a good version of the arcade game. It does control kind of sluggish on the Genesis. The strategy and interaction and there, but the controls, like the robots are on ice. A minor hard point, but decent.

I liked Cyberball a lot in the arcades and this version is close, is not a carbon-copy. The graphics are toned down enough to make a difference in the visual appeal. The play is still very good, however, and the game gets high marks because of it.

Lynx - Atari Gauntlet 3

Type: Action Release: Now
Levels: Difficulty: Avg.



Gauntlet, the Third Encounter is the real name of this Atari Games licensed Lynx game.

Essentially and expanded version of the original coin-op, Gauntlet 3 uses all of the Lynx's advanced abilities, including scaling (for first-person isolated viewpoints) and up to four-player combo hook-up for the ultimate quest. Pick from one of the game's characters and hit the dungeon mazes to find your destiny.

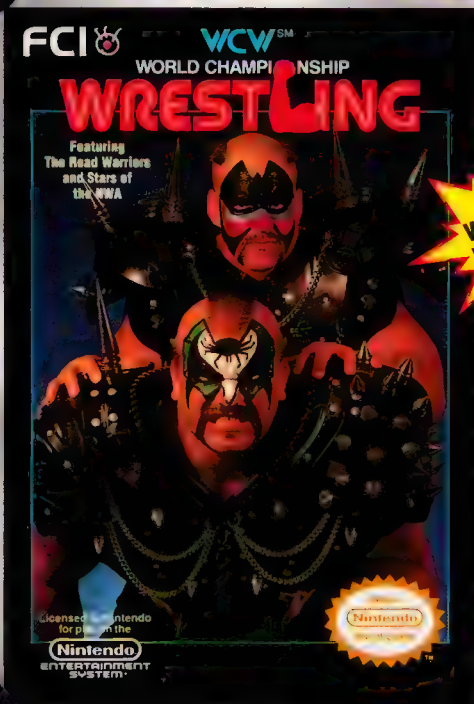
The Lynx games just keep getting better with this new release! Gauntlet 3 highlights the power of the Lynx beautifully with multi-direction scrolling, first-person windows and plenty of action all taking place on-screen at once! Fantastic!

This is the perfect game to showcase the power of the Lynx. The game bogs down somewhat in the large quest, but the action is solid and the combination of detailed graphics in both overhead and first-person windows is different and fun.

Gauntlet 3 is an awesome combination of a first-person quest and arcade-style action game. The graphics are 16-bit quality, the scrolling is smooth and the first-person graphic window adds a new dimension to play. Excellent!

The game play in Gauntlet 3 is very good and the one person quest make it very addictive, but I have a serious problem with the vertical direction that the game can be played. It's awkward and annoying and detracts from the thrill of the game.

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G A M I N G G O S S I P

**...Neo-Geo Update...Simpson's Video Game...Mutant Turtles 2...Color GameBoy...
Pat Riley on Genesis...More Super Famicom News...CD-ROM for Nintendo Info...**

...The lead-in news this month has to do with SNK's Neo-Geo super system. Recently unveiled to American traders in its coin-op format at the ACME arcade game show, Quartermann has received some ultra-secret news that may indicate a consumer move for this Genesis look-alike. Quartermann is placing good odds on the chance that we'll see the Neo-Geo shown in its consumer console format at the upcoming CES show in Chicago this June. SNK was said to have been pushing their American subsidiary to showcase the unit, but, as the rumor goes will now use an undercover company to promote the 16-Bitter to U.S. audiences...

...Watch out for Homer, Bart and the rest of the Simpson's family to be hitting NES screens later in the year. Quartermann's favorite cartoon will soon be available from Acclaim, who has expressed some interest in the concept of a Bart Simpson video game. Yo, Homeboy, I can't wait to see it!...Well, I finally saw the Turtles come to life on the screen and I must say it was better than I had expected. Cutting the kiddie stuff would have probably alienated most of the audience, but I would have liked it better...Speaking of Mutant Turtles, the upcoming Konami sequel to their blockbuster hit of last year is getting close to completion. Expect to see large graphic characters, plenty of detailed backgrounds and action that is right out of the arcade version of the game...

...While BDL packs the current portable knock-out punch with their Express hand-held Nintendo, R&D at the Big 'N' is rumored to continue at a feverish pace to perfect an enhanced GameBoy that plays in Color! This 'ColorBoy' is still speculation, but the word on the wire tells me that not only will it play new color games, but it will also be compatible with existing GameBoy games as well! I'll pass along more info as I get it...Sega has sports endorsements on the mind lately. After announcing Joe Montana Football, I've got it from good sources that Sega will close a deal to have Pat Riley endorse Super Real Basketball and James "Buster" Douglas endorse Final Blow Boxing for a fall release...In other Sega news, Shinobi Kidd will be retitled Alex Kidd in Shinobi World. Hm, I think I like Shinobi Kidd better... Populous from Electronic Arts will be one of the first titles for the Super Famicom...Speaking of the 16-Bit (yes, it is a 16-Bit) Super Nintendo, a new release date of November has been running around the rumor mill in Japan. When will we see it here? Possibly a lot sooner than anticipated. Nintendo has been slowly dropping hints to licensees about the unit, and it may be on display at the CES this summer in Chicago to try and divert some of the 16-Bit excitement that the Genesis has been able to generate since its launch last year.

...The Camerica CD-unit for Nintendo is pretty cool. It uses a special interface board packed with four meg of RAM chips and then connects to a standard CD player. By pushing play on the CD you can download the game info onto the RAM board where the game begins. A more advanced system will supposedly be offered that have a pad with a built-in play button for easy access to starting the CD. Watch for more details to come...Color Dreams is getting their first super games ready, but we may not see them after all. The extra memory and processors on the board come at a higher price - try \$80.00! It could be worth it, but they're investigating the possibilities more...And no, it wasn't Color Dreams that I was talking about in my previous column when I said a company had an interface that turned the Nintendo into a 32-Bit. Our staff has seen it and while it puts up some cool graphics, there aren't any games ready...

...So what's going to be the summer blockbuster at the cinema? Here's Quartermann's preview: Robocop 2 looks like it could be decent (but someone please tell me, what if he gets shot in the mouth?), Die Hard 2 looks overblown (they call it Die Harder so they can have the second sequel - Die Hardest), Gremlins 2 may be cool, and Bill and Ted's Second Excellent Adventure sounds stupid. Can't wait to hear more about Highlander 2, but all through the first film they said there could be only one (sounds like the way Nintendo thinks.) Anyway, until we meet again, this is Doctor Q reporting from the front lines - I know turn the magazine back to you...

- QUARTERMANN

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INTERNATIONAL OUTLOOK

News, Previews and Info From Around the Electronic Gaming World...

PHANTASY STAR 3, AFTER BURNER 2, FINAL BLOW, IKARI 3 AND many MORE games debut IN JAPAN!

This month, International Outlook lives up to its name by traveling to the Land of the Rising Sun. EGM and its foreign correspondents plotted an attack on the Japanese capital and have returned proclaiming video victory by snapping up dozens of new softs for all of the leading systems. We take a look at some of the most promising entries.

Nintendo, just as it does in the U.S., reigns supreme in Japan, with over 600 games available for play. Japanese games come in two formats: standard carts that are about half the length of our regular NES games, and special 2 1/2 inch disks that run on a special disk drive peripheral. The disk games play just as well as the normal carts, although they sometimes have to access during play. The good thing, however, is that you can copy disk games from machines where a brand new game goes for about five bucks! Not bad!

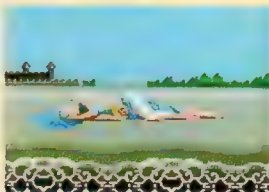
Some of the best NES games out this month include Power Blazer from Taito, sort of a Mega Man with a boomerang type of game. Other recent releases include Image Fight from Irem, Final Fantasy 3, and a Famicom adaptation of the cartoon civil war simulation North and South.

The Japanese Genesis or Mega Drive is getting big support with a host of new games that include Darwin 4081, Phelios and Whip Rush (shooters), as well as E-Swat and Ringside Angel (woman's wrestling!).

Look for more new games from Japan in next month's column, including the new Neo-Geo which goes on sale April 26.

Sega/Mega Drive PHANTASY STAR 3

Alright, alright, we know that you just got Part Two of this monumental graphic/RPG series...but just look what's in store once you finish it! Introduced with surprisingly good timing, part three continues the PS theme in an all-new direction! Like the second Phantasy Star, the third installment of the trilogy boasts a full six meg of power and a battery back-up! Look for it to be announced soon in the states!



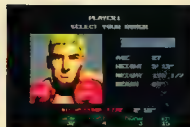
Sega/Mega Drive AFTER BURNER 2

Another sequel that was bound to appear on the Sega 16-Bitter soon or later was After Burner - the company's perennial flying/shooter.

After Burner 2 uses most of the familiar features from the coin-op and throws in some bizarre twists (you're now out to save a beautiful Princess in your hyper destructive F-14 fighter), but in the end really proves to be little more than the arcade original with nice



backgrounds and highly detailed enemy planes flying in front of your guns. The landing and refueling scenes that were cut from previous home versions return, however, making this the best After Burner yet!



Sega/Mega Drive FINAL BLOW

Here you have it...one of the most incredibly lifelike boxing games ever to appear on a video screen! Final Blow has it all, from the referee that keeps score to the cheering crowds, this boxing simulation successfully combines aspects of the real sport with arcade-style overtones. The end result is a graphics knock-out that is a bit repetitive, but fun nonetheless! Expect to see this one on the Genesis sometime in the future.

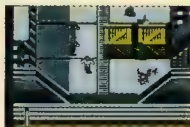


You Win!



NEC Avenue/Super Grafx THE MOUNTAIN KING

The second release for the Super Grafx makes leaves a solid impression that this machine can do everything that NEC says it can. While the SG Ghouls 'n Ghosts (which DESTROYS the Genesis 16-Bit version) has yet to appear, this follow-up to Keith Courage packs enough action and adventure to tide us over!



SNK/Famicom IKARI WARRIORS 3

SNK says that they're going to do some major revisions to this, the final installment, of one of the most popular war-time shooters ever made. Loosely based on the coin-op, Ikari 3 (sub-titled "The Rescue") takes Paul and Vince even further behind enemy lines to engage a stronger army!

MORE GAMES TO COME...

Next issue check out photos of Whip Rush, Darwin 4081, Strider and DJ Boy for the Mega Drive, as well as Ninja Spirit, Barumba and Formation Armed 'F' for the PC Engine. On Famicom expect Final Mission and Kage from Natsume and take a test drive on SNK's Neo Geo!



Playing it for the fun of it!

PRESENTS
THE

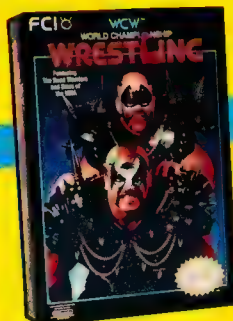
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FCI

DOUBLE DRAGON II

The adventure continues with 7 action-packed stages, simultaneous 2-player action & graphics beyond belief!
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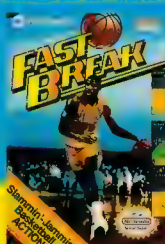
KINGS OF THE BEACH

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SILENT SERVICE

NET-SLTSR \$44.99



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JACK NICKLAUS GOLF

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SHINOBI

NET-SHN \$54.99



AFTERBURNER

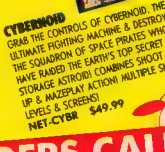
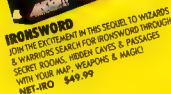
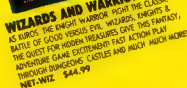
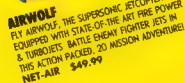
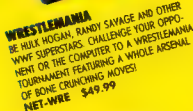
NET-AFB \$54.99

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HAND-HELD NES AND SEGA? FIRST LOOKS AT NEW SYSTEMS



The TurboGrafx portable that was on display at the recent CES show in Las Vegas.

Hand-held gaming is heating up, with portable entries that play existing softs on all the major machines, including the Nintendo Entertainment System, the Sega Master System and the up-and-coming TurboGrafx-16 system. We've been reporting on these devices

over the past few months, and we now have new information on all three units.

First and foremost, Sega revealed the final prototype design of their new hand-held system, the Game Gear. This portable package utilizes an entirely new hardware system that produces dazzling images on the small color LCD, while offering potential expandibility for current Master System fans.

At the heart of the Game Gear is a Z-80A processor that is similar to that used by its larger cousin, the Master System. The machine employs a 3.2 inch screen which brings it in at roughly the same size as the Atari Lynx - slightly larger than the black and white Game-Boy. The screen resolution is better than the Lynx, however, with the display reading 160 x 146, with 32 colors on-screen from a palette of 4,096. Such a diverse selection of colors guarantees some fantas-



Super Monaco GP and a new game called Columns are among the first to appear for play on the Sega Game Gear portable.



tic visuals and near-perfect arcade resolutions!

The configuration of the Game Gear is also very similar to the Lynx. The color screen occupies the center of the machine, while the buttons and pad rest on either side. A pause button is close to the screen assembly and a speaker is located in the lower-left corner of the system. The Game Gear is approximately 9" x 5" x 1" thick.

The Game Gear will be able to play its own line of games which will begin with a special version of Super Monaco GP (soon to be available for the Genesis), as well as another game called Columns, which is an arcade conversion from Japan. More softs are promised in the future as well as a special adapter that will enable the Game



An artist's conception of the Sega Game Gear system

GALOOB TO INTRODUCE THE AMAZING "GAME GENIE"!!!

In EGM Number 9, Quartermann broke the news about a new device from peripheral power-house Camerica, that would magically enable players to change the programming of any Nintendo video game and create new cheat modes and special functions!

Believe it or not, such a device actually exists and it may be in stores as early as July! Once called the Power Pak, the interface unit has now been dubbed the Game Genie and it will be sold (at \$49.95 retail) in the United States by toy giant Galoob! Galoob, a new name in the video game market, will be offering the device as a non-licensed peripheral on an exclusive basis from Camerica (who will retain Canadian and Japanese rights to the revolutionary system).

Developed by a computer software group called Code Masters in Europe, the Game Genie will allow Nintendo users to alter their games in ways you'd never dream of! Not only will the Genie enable invincibility modes and level selects, but even more interesting changes that are not part of the regular game can be made! With the Game Genie you can now jump over the flag pole in Super Mario Bros., make Birdo throw fish in

Super Mario Bros. 2, as well as change a wide array of features in most of your favorite titles!

The Game Genie works as an interface between the game and the NES. After plugging in your game, the Genie will present an on-screen prompt that asks the user to input three "wishes". Each wish is comprised of a series of numbers and letters that affect different portions of the game's programming. The Genie allows up to three separate wishes to be input and, working in tandem, these codes create the changes in the game. Additional changes can be applied to each specific game by networking the Game Genie with second and third units that will expand the number of available wishes by three for each machine!

Is the Game Genie too good to be true? It may sound amazing, but after a private showing of the device at Camerica's Canadian headquarters, we can honestly attest to the unit's abilities. Not only did we make Mario leap higher than the screen, we also



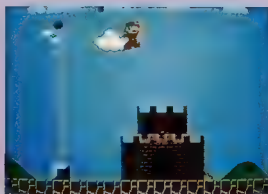
The Game Genie from Galoob may not look like much, the power that this peripheral packs has to be seen and experienced to believe!

modified the game to keep Mario constantly powered-up and entered secret screens by flying over the flag! Nearly every NES game ever released is featured in the Game Genie manual, supplying you with the wish codes you need to do these incredible things!

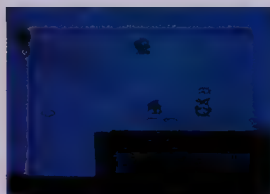
The Game Genie is guaranteed to revolutionize game play as we know it. Not only will the device allow you to get the upper-hand on even the most difficult titles, you'll also have a chance to create your own versions of the games! The Genie is much more than a peripheral - it's a viable system itself!



Enter your wishes on this screen



Leap over the flap in Super Mario



Look at Birdo! He spits fish!

Based on a TRUE STORY!

It's hard to believe, but the year 2100's Battle Royale will actually begin. Only you and Magmax could save our future, so the alien empire, the heh-heh Boshah tribe, has kidnapped you to train. The alien empire is your enemy, right?

MAGMAX

You construct the great war robot, Magmax, to battle the three-headed mechanical monster, trying to destroy the Earth. Fight off every enemy attacker on four different battle grounds. It's robot against robot in space!



SEICROSS

You maneuver the cool, aerodynamic Seicross against the evil Boshah tribe in a race against space, time, and death. Speed across three secret, alien patterns facing increasingly difficult challenges as the game goes on. Can you make it past the cannon ship's deadly force and the Boshah tribe's? That's all!

Get Magmax and Seicross now, for a whole lot more action games, the fastest way ever, and for less!



FCI 
Not Just Kid Stuff

TOP SECRET!!!

TRICKS OF THE TRADE

SECRET TRICKS, CODES, AND STRATEGIES

SUPER C

Secret Sound Test Mode

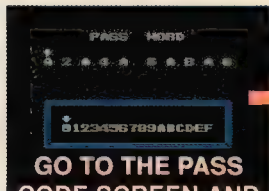
What! Another sound test model?! That's right, you can now listen to all the tunes and BGMs for Konami's newest video game sensation! Before turning on the machine, hold down the A and B buttons. Turn the system on and you'll see a new title screen with the sound test options!



Normally when you turn on you get this title screen.



With this super secret, however, you get full sound test options!



You must first fight your way through a side action scene...



...to reach the Boss attacker! You will face five Bosses in all!

XEXYZ

Special Boss Code One

When you finish the Xexyz adventure, the game will give you two very special codes after the end story plays. These Pass Codes will take you through the game much quicker, allowing you

**ENTER THE CODE:
A2A4A6A8A0**

to fight the side-scrolling shooter territories and Bosses! The first code won't take you to the ending, but it will let you see Bosses two, four, six, eight and ten! Do your best to fight them off!

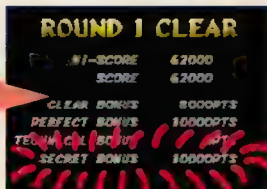




REVENGE OF SHINOBI

Special Bonus Point Awards

There's a new way to score big points



in Revenge of Shinobi! Simply finish any level with enough shurikins to equal eleven times the number of lives remaining. This will translate into a cool 30,000 bonus points!

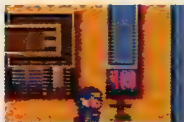
Erik Boulhard

TOP SECRET!!

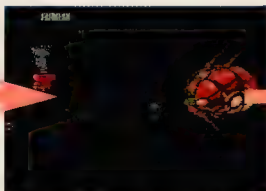
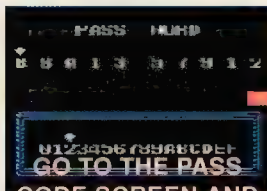
CRATERMAZE

Bonus Point Technique

Each round of Cratermaze features two different types of bad guys chasing our hero around. You can multiply the amount of points received when you dispatch an enemy by eliminating the same type of enemy over and over. This strategy will increase the value of your fallen opponents to 3200 points!



**3200
POINTS
FOR
EVERY
ENEMY
BURIED!**



You begin on the platform fighting the first Boss of the game!

Fight all the way up to the alien space station - the final Boss!

XEXYZ

Special Boss Code Two

The second Xexyz code, which is also given out at the conclusion of the game, allows you to fight past all of the odd-numbered Bosses while riding on the special hover platforms!

ENTER THE CODE: BBA1357912

Entering the second secret code will take you up against the final Bosses in the game, including the enemy space station that houses the alien weapons. Can you make it through alive?



BOSS 3!

BOSS 5!

CYBER CORE

Secret Codes

Cyber Core is a very complex game filled with multiple levels of shoot-em-up action. But, unknown to most, there is also a number of hidden passwords which can be accessed during the password input screen that will allow you to manipulate the game even further!



During the title screen, press the pad to the up and left while pushing the 'Select' button.



The Password Input prompt will appear! Enter the code and hit button One to proceed.

SCSI



This is a sound test options board

MIKARIN



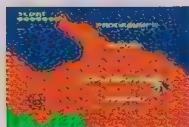
Now you are totally invincible dude!

IRO



Here's a screen test...who cares?

SARA



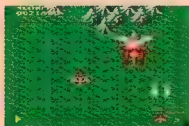
What?! The ending already???

MAKIRIN



Now the screen is skinny like a coin-op!

EIKOCHAN



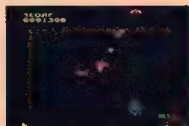
A free hit! Now you can ram the ships!

HIGEPIN



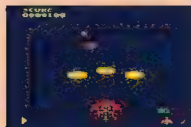
The expert level for only the best!

OTOOFF



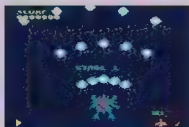
Stop the music on its last note!

AMI



Full Ring Blaster!

RIE



Full Spread Laser!

NAOMI

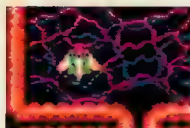


Barrier Blaster at full!

MIDORI



The Lazer is full!



YANDI - Hard
OTOON - Music On
MAI - First Level Start
EMI - Second Level Start
YUUMI - Third Level Start

PERSIA - Fourth Level Start
YU - Fifth Level Start
MAMI - Sixth Level Start
MIHO - Seventh Level Start
LALAMOTO - Last Level Start

KUNG-FU HEROES

Punching Power-Ups

Punching is an intricate part of the game Kung-Fu Heroes. It is very important to increase your punching ability whenever possible. There are four different types of punches in all, which each affect your player's abilities in different ways:

Normal Punch

You begin with this powerful punching technique. This punch will allow you to eliminate most of the baddies that appear on the screen, as well as uncovering power-ups and bonus points in the blocks around the screen.

Power-Up One

Now you can throw many more punches than before. You will also find that the strength of your

blows has increased as well!

Power-Up Two

Now you can take on the worst of opponents! With the extra power this technique affords you, you will be able to fight much better than before.

Power-Up Three

This is the most powerful combination of power and speed. Try to power-up to this level as soon as possible!

KUNG-FU HEROES

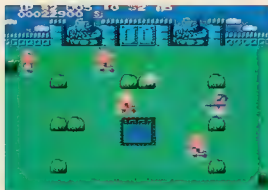
Special Bonus Stage

There is another kind of bonus stage that you may not know about. During the period which resembles "Break Time", your chosen character is in the screen, and you can collect as many of the valentine marks as you can!

A red valentine is worth 10,000 points! A blue valentine is worth a whopping 100,000 points. By working together with your partner as a team, you may be able to collect 1,000,000 points or more!

To make the bonus stage appear, walk around the screen in a counter-clockwise direction and touch each corner.

**IT'S NOT TOO LATE!
FIND THE HIDDEN
SECRET AND AIM TO
BE CHAMPION OF
THE U.S.!!!**



HERZOG ZWEI

Level Select Passwords

Herzog Zwei can be a very challenging war simulation even at its earliest levels, but with this series of special codes you'll be able to skip the lower levels and warp right up once you've become proficient enough.

During the passcode screen, try using these codes to transmit you to the higher levels:

For the Destruction of all Type A bases try: LHGFCHCHKAMI
For the Destruction of all Type A and B bases try: LHJKHCHKAMA
For the Destruction of all Type A,B and C bases: LHJKNHKALE
For the Destruction of everything but Type D "OASE" go for this password: JLJOIGBAOLH

**Robert Rhoades
Honolulu, HI 96826**

GATES OF ZENDOCON

Secret Designers Room

Does the Gates of Zendocon ever make you mad? With this tip you can reap revenge on the designers! Turn on your Lynx and put in this code: TRYX. At the beginning of this stage, turn on your Destructor Shield and fly down at the floor. Ram through the floor in between the parts of the floor that stick down. Fly past a couple of traps, go in the gate, and you'll be at a nameless bonus stage where you can get all of the power-ups and fight the heads of the designers! Attacking you from every direction will be the mugs of programmers and Lynx developers, with their names and initials floating beneath their disembodied heads! Some of the dangerous designers include Peter, R.J., Dave, R.G., Tom and LX?. Most of these inhuman looking creatures weave up and down as they move from the right to the left side of the screen. Rack up some bonus points as well as sweet revenge!

**Mike Kosher
Dunlo, PA**

Quick!

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River City Ransom.

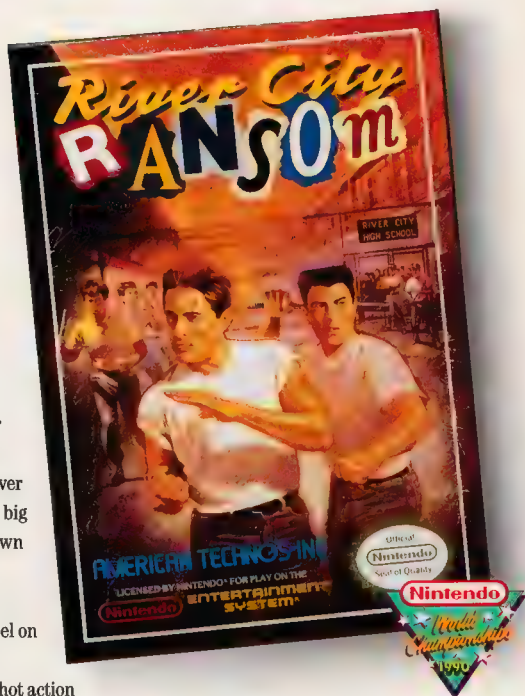
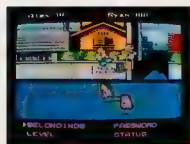
It's you and your buddy versus the meanest, baddest drug lord in town. He's holding the entire high school hostage, and only the two of you can expel him.

You'll both go to battle against ghoulish gangs and depraved dropouts. Along the way, you'll gain extra power and strength. And you'll need all you can get. School's out forever,

unless you answer the call!

Hurry. Head over to your nearest video game store. Ask for River City Ransom. It's your big chance to be a hometown hero.

And look for the American Technos label on many other Nintendo games. We have more hot action coming your way.



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ARCADE ALLEY

ALIEN-BLASTING/BULLY-BASHING FUN!!!

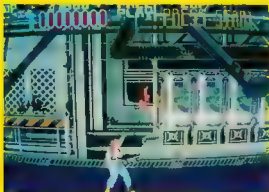
Konami's ALIENS

Following hot on the heels of the current coin-op champ, Konami's Teenage Mutant Ninja Turtles, comes Konami's latest side-scrolling action-packed quarter-chomper, Aliens. Licensed from the blockbuster movie of the same name, the video game version of one of the best movies of all time follows the storyline from the motion picture while introducing new play perspectives and an even greater assortment of creepy creatures!

You (and an optional friend) have been placed in command of a special rescue mission to an alien planet light years away. It seems that the colonists have disappeared and an unknown alien organism may be involved.

Grab your trusty rifles and head into combat, blowing away anything that moves! During your battles you'll face all kinds of creatures - even the chest-busting alien snakes from the movie! Power-ups and end of level Bosses, in both the side-scrolling and new first-person environments add to the excitement, albeit changing the original storyline slightly.

If you're in the mood to waste some serious numbers of nasty aliens, or if you ever wanted to be in the unsettling situations you watched in the movie, then this game is for you! The action may be familiar to anyone who has played Contra, but the graphics, sounds and familiar theme combine to make this one arcade outing determined to tear your face off (did anyone see that face hugger?!)



Data East's TOO CRUDE

Ever since Double Dragon first appeared in arcades, we've seen a constant flow of similar games try for our quarters. Some have been good derivatives, while an occasional gem would offer a completely new technique or feature.

Too Crude is Data East's entry into this popular genre and it does a surprisingly good job of not only introducing some new types of game play (like using your opponents as weapons), but presenting them with what have to be some of the best graphics ever seen in this type of game! The backgrounds are painted on the screen in vivid detail, with a wide selection of colors and tones used.

While the game play may appear to be old territory, Too Crude revitalizes this over-populated theme with a solid boost of good execution mixed with outstanding graphics! This one or two player beat-em-up is the perfect update on gaming classics such as Double Dragon!



COMIN' AT YA!



ROLLERBALL™

The pinball game of the '50s meets the technology of the '90s! **ROLLERBALL** brings you two exciting new games in one. **SKYSCRAPER**—A four-screen, vertical-scrolling pinball tour-de-force guaranteed to challenge any player, beginner or pinball wizard! **MATCHPLAY**—Fast-paced head-to-head competition with a few twists you've never seen before! The electronic pinball game with true pinball flipper feel and ball action! The only thing it won't do is **TILT!**



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From the makers of REVENGE OF THE 'GATOR



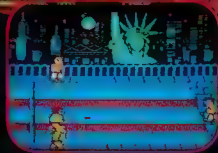
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S U P E R

dodge ball

**BEST
SELLER!**



Thrash, Bash, and Smash the Competition.

Team USA is on its way in the Super Dodge Ball World Cup Championship. From out of nowhere, this scrappy bunch of rookies are fighting for a long-awaited grudge match with the undefeated, defending world champions, Team USSR.

Have you slammed into Super Dodge Ball yet?

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AND COMING SOON!

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CSG Imagesoft proudly introduces Solstice, an exciting 3-dimensional test of wits, skill, courage and conviction. Join Shadox's quest as he searches through the deadly fortress of Kastleörck for the magical staff of Demons.

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EG

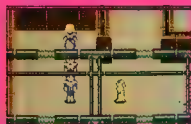
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LEARN THE SECRETS THAT THE TIP BOOK DOESN'T REVEAL.

PHANTASY STAR II™

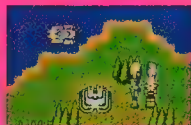
The adventure continues in the second part of our mammoth *Phantasy Star 2* walk-through. Continuing from last month, we leave Zema and solve the mysteries that will ultimately take us off the planet...

22. Journey to Roron...

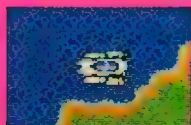


Go to Roron. The goal is to get the Jet Scooter. Explore the maze here and talk to the Motavian in the yellow suit.

23. Locate the Scooter...



Leave Roron and the Jet Scooter will be parked along the shore. Get it and then transport home.

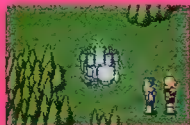


24. Head to Kueri...



Go to Kueri. Once there, find the professor's home and learn about the Maruera Leaf.

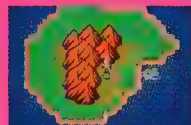
25. Shop Around...



Go to Piata to buy more powerful weapons and gear. If you have enough money, get silver crown, ceramic cape and knife boots for Anna, two laser shots and titanium armor for Rudo, titanium gear for you and Rudo and titanium chest for you. Expect to spend at least two hours in battle to earn enough money for this.

26. Jet to Uzo...

Using the Jet Scooter, go to Uzo Island. The goal here is to get the Maruera Leaf the Professor told you about before leaving.



27. Find the Tree...



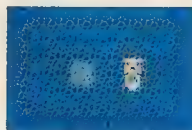
There are six trees in this maze. Five of them will be fake.

28. Return the Leaf...



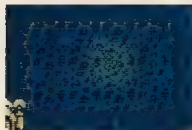
Go to the third tree from the right and you'll uncover the Maruera leaf. Next, use your magic to teleport out of the maze and to the surface of the island. Now go to the Professor's home on Kueri once again and give him the Maruera leaf. He will give you something back. The special item that he gives you in return will now allow you to breathe underwater!

29. Find Clima Trol...



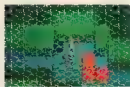
The next stop is the hidden Clima Trol. It is just a fuzzy spot out in the middle of the ocean. TIP: The directions to go to Clima Trol that are printed in the hint book are wrong. Instead of going south from Uzo, go south from the FAKE Uzo Island.

30. Enter Clima Trol...



Once you find the location to the Clima Trol, enter the facility here.

31. Confront NeiFirst...



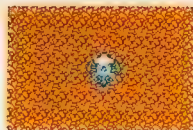
Once at the Clima Trol, dive down to the maze. Here Nei will fight with NeiFirst. Nei will die here. You must defeat NeiFirst.



Once NeiFirst is killed, Nei will say: "NEI SAYS THIS: NEI SAYS: EGM TOLD NEI'S NAME".

32. Fill the Inner Lake...

Previous to this the inner lake was dry and without water. Because of your actions, water now fills the inner lake.

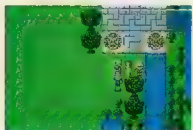


33. Destroy Clima Trol...



After Nei dies, the Clima Trol blows up!

34. Go to Piata Control...



When NeiFirst dies you are automatically teleported to Paseo. From there, teleport to Piata.

At Piata you must get to the Control Towers. TIP: To get to the Control Towers you must carefully exit the town in the upper-right corner. Don't move too far out of the way. Rather walk south right up against the border of the town. Step out too far and you are in the countryside. Follow the perimeter to the tower area.

35. Algo Irrigator...



The Algo Irrigator pumps water into Algo after NeiFirst is killed!

36. Get the Piano...

There are three towers in the square. Take the middle one. The goal here is to get the piano.



37. Don't Touch...



When questioned, say "NO" to the prompt "Touch Piano?". Use the Musik Technique to open the door above.



38. Grab the Cards...



Enter the room and get the four cards. Use your magic to leave the maze and go back to town. Buy more powerful weapons and gear and fill up with trimate

39. Head to Red Dam...



Go to the Red Dam and explore the maze. Make sure to get the Sword of Ango.

40. Lots to do...

At the top level insert the red card in the slot. Use magic to get out and back to town. Go to the hospital to renew energy. Buy more trimates.

41. Yellow Dam Maze...



Go to the Yellow Dam, explore the maze and get the weapons. Go to the top level from there.

42. Power-Up Again...

Insert the yellow card in the slot. Use magic to get out and back to town. Renew energy levels and buy trimates.



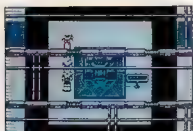
43. Raid Blue Dam...



Go to the Blue Dam, explore the maze and get the weapons. Go to the top level and jump down the hole in the center. Fall to the bottom level.

44. Use the Blue Card...

Insert the blue card in the slot. Use magic to get out and back to town. Renew energy levels and buy trimates.

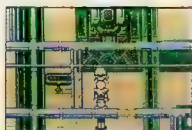


45. Off to Green Dam...

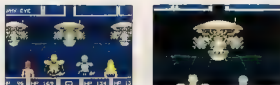
Go to the Green Dam, explore the maze and get the weapons located within its territory.

46. Insert Green Card...

Insert the green card in the slot.



47. Prepare to Die...



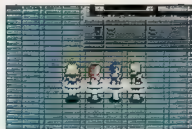
Immediately, you will begin fighting the Army Eyes. You will always lose this battle as they surround your party with Plasma Rings.

48. Go to Gaila...



You get teleported to a maze on Gaila.

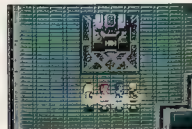
49. No Where to Run...



You can't fight any battles here as everybody in the party is surrounded with the rings.

50. Find the Panel...

All you can do is run through the maze to try to get to the control panel.



51. Doomsday...

At the control panel you see that the satellite that you are on is going to collide with the planet Palm!

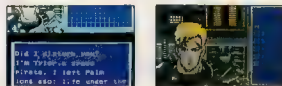


52. Has Alice Returned?



Just before it appears you will crash you have a vision of a beautiful girl. She reminds you of Alice in the original Phantasy Star game.

53. Teleport to Safety...



Just before it does though, a space pirate named Tyler teleports you to safety on his ship.

54. The End of Palm...



Tyler explains that the satellite is heading towards Palm. You see it hit the planet and destroy it. Tyler teleports you back to Paseo.

55. Back at Paseo...

Back at Paseo you learn that there still is more to your quest. There is only one remaining space shuttle on the planet and you can use it to go after the Dark Force.



*Enjoy
Hudson*



S P A C E A D

The Future Is Now. The Challenge

The future in gaming has arrived! At last, a space adventure with loads of action, dynamite graphics, and fantastic challenges at every level. ■ The year's 2777. A time of terror. XEXYZ, a peaceful world kingdom, is attacked from deepest space by bizarre and bloodthirsty mechanical beasts out to conquer the earth! ■ Yet there's still hope! And you're it. *You* are the one Star Warrior who dares to battle the robotic monsters and their empire. Only you can save the planet!



NINTENDO VENTURE

ge Is Real. The Game Is XEXYZ.

But be careful. You'll need all your courage and cunning to succeed. Otherwise, the entire human race is doomed to extinction!

So get ready, Star Warrior. Play XEXYZ, live XEXYZ. Look for it today at your favorite video store.

The future is now.



HUDSON GROUP

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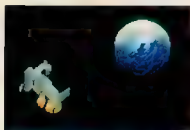
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SYSTEM®



56. Leave the Planet...



The Space Shuttle takes off to the planet of Dezo.

You land on Dezo at Skure Space Port. This port is in the middle of the first level of Skure dungeon. Take various transporters to either of the two lower levels. Make sure you get the Magic Cap which is on the lowest level. This Magic Cap allows you to talk to the people of Dezo. **Note:** without this cap you can't understand what the people are saying.

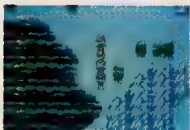
TIP: If you wear the Magic Cap the price of everything that you purchase will be double that of the original price.

There are three towns on Dezo - Tyuon, Aukba and Zosa. The overall goal is to buy more powerful weapons and gear. After equipping your party your first stop is the Crevice.

57. Find Crevice...

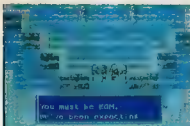
The entrance to Crevice is not initially obvious. It is located southwest of Akuba. Look for the wave rings.

Use the chutes on the first basement level which are connected to Esper Mansion.



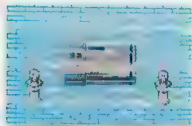
58. No More Sleep Lutz...

Enter the mansion and wake up Lutz.



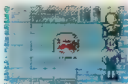
59. The End is Near...

Lutz awakens to tell you that your final battle is close at hand.



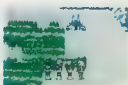
60. Get the Magic Prism

Lutz gives you the Magic Prism.



61. Prism Power!

The prism enables you to see the four invisible dungeons - Menobe, Guaron, Ikuto and Naval.



In the four dungeons you must obtain all eight NEI weapons and gear:

At Menobe get the Nei Crown (for Amy) and Nei Met (for Rudo).

At Guaron get the Nei Cape (for Amy) and the Nei Armor (for Rudo).

At Ikuto get the Nei Shot (for Rudo) and the Nei Slasher (for Anna)

At Naval get the Nei Shield (for Rudo) and the Nei Emel (for Amy).

After obtaining all eight Nei items, return to Lutz at Esper Mansion.

62. The Nei Sword...

Lutz then gives you the last required Nei item...the Nei Sword!



Upon receiving the Nei Sword, you immediately are transported to your final destination, the dungeon of Noah.

63. Get Pandora's Box...

Walk through the maze to the top center of the first level. Here is Pandora's Box!

64. Dark Force Appears...

Open the box and out of it comes Dark Force - the guardian of Mother Brain. Dark Force assumes two shapes - the first, a Superhuman alien lifeform, is stronger than any being you're previously encountered.

TIP: When battling with Dark Force remember to slow the action down by pressing the 'B' button repeatedly. This will allow you to stop between battle scenes when your energy level gets low. You then can have another member of your party heal the others with either Trimate or magic.

65. The 2nd Identity...

The other form Dark Force appears as is that of multiple heads. In this form, Dark Force casts evil spells which turn members of your party against you. Your Nei Sword occasionally will remove all evil spells.

TIP: After beating Dark Force save the game. Then use the power of the Nei Sword to return you to Lutz. He will restore the energy levels of all living members of your party. Return to the dungeon of Noah.

From here you must walk up the catwalks to your final destination...Mother Brain! Use the same fighting techniques as the Dark Force. Defeat the Mother Brain and another catwalk appears with a large group of Earth people as well as Noah. Be careful, he questions you, then attacks!

NEXT WAVE NEXT WAVE

Genesis
Dreamworks
June '90

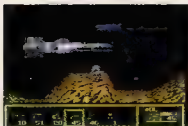
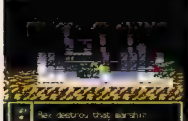


TARGET: EARTH

Target Earth is a clever mix of action/adventure, shooting, and graphic/text all rolled up into one. Although the game is essentially a shooter, it combines elements of these other gaming genres to create

all-out space war!

You command a group of soldiers outfitted with special attack suits. These armored skins can be powered-up with a multitude of weapons and functions that range from multi-fire bombs to defensive shielding. The power-suits also enable you to jump to dizzying heights and withstand the armies of alien ships and soldiers you must face. Target Earth may look familiar, but it is definitely not of the same mold.



Battle across the galaxy!

THE NEW SOFT

Target Earth

**Ninja Gai Den 2:
Dark Sword of Chaos**

Bigfoot

Crystallis

RBI 2

Dirty Harry

USMC Harrier

Gauntlet 2

Narc

Days of Thunder

Double Dungeon

Bloody Wolf

Camp California

NINJA GAI DEN

EPISODE I

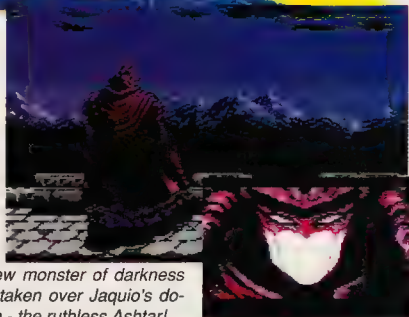
A Dark Time for the Dragon Ninja...

It's been a year since the fateful confrontation between Ryu Hasabayu, the Ninja GaiDen, and the evil Jaquio took place. Although Ryu lost his father in the battle, the Dragon Ninja returned the land to peace and did away with the monsters that composed Jaquio's army.

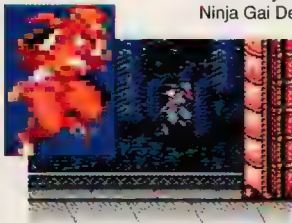
Now Ryu must face the wrath of a more powerful enemy named Ashtar who has not only populated the world with vile creatures, but kidnapped Irene Lew as well. Armed with the all-powerful weapon, the Dark

Collect Ninja Shadows!

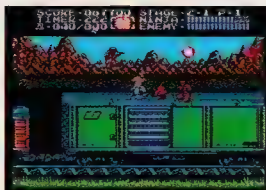
Sword of Chaos, Ashtar intends to plunge the world into an eternity of darkness...unless Ninja Gai Den can stop him!



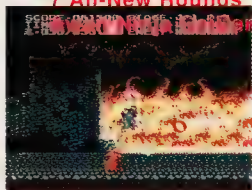
A new monster of darkness has taken over Jaquio's domain - the ruthless Ashtar!



Fight your way through the city streets gathering power-ups...



...to use against Ashtar's henchmen on the train...

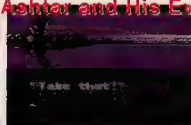


...and against Ashtar himself in the pits of fire!

The Story Unfolds...

Ashtar's wicked plans reveal themselves in the game's beginnings, with henchmen informing the evil leader of Jaquio's demise. Ashtar plots his revenge against Ryu and his friends.

Destroy Ashtar and His Evil Sword!

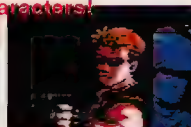


Who is Ashtar and what powers does his Sword of Chaos hold?

Who is Robert?

Ryu has a new ally in his fight against the monster armies named Robert - a special agent for the U.S. Army!

New Characters!



CAN RYU DEFEAT THE FORCES OF DARKNESS!?!

Nintendo
Acclaim
June '90



**FIGHT YOUR WAY
ACROSS THE
COUNTRY IN SIX
DIFFERENT EVENTS!**

CONTROL A MONSTER

Bigfoot represents Acclaim's first attempt at a driving game that proves to be much more than your standard lap-track kind of racer.

In Bigfoot you control a monster truck, one of those souped-up four-by-fours with balloon tires big enough to crush cars, in a multi-event trek across the country. In addition to a one-on-one battle (against the computer or a friend) across an overhead obstacle course, you climb mountains, pull tractors and much, much more!



Power-Up your vehicle and fix broken parts with prize money!



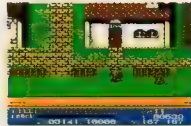
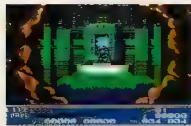
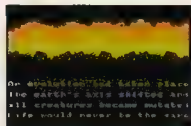
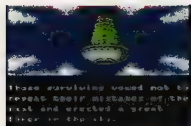
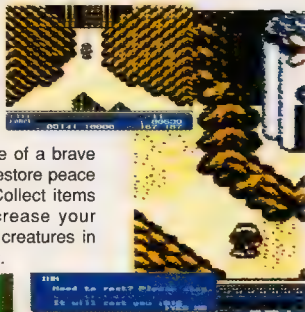
Plot your progress across the country on the map!

Nintendo
SNK
June '90

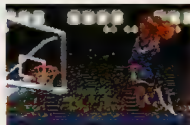


Crystallis combines the best features of several different gaming genres and wraps them together into one cart with plenty of potential.

You assume the role of a brave warrior on a quest to restore peace to an entire planet. Collect items along the way to increase your powers, while fighting creatures in a scrolling environment.



Genesis
Sega
August '90



Hit the court for one of the most realistic and visually detailed basketball video games ever!

Pat Riley has lent his name to this superb video basketball game. Pick your teams and position your players and get ready for hoop shots and slam dunks!

**Nintendo
Mindscape
July '90**

GO AHEAD...MATE!



DIRTY HARRY

Mindscape has used the Dirty Harry title as the backdrop for a side-scrolling shooter with some interesting twists.

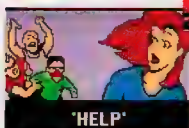
Dirty Harry can jump between different screen levels while collecting ammo and wasting the bad guys. Graphic/text screens are also thrown in for good looks.

**Nintendo
Absolute
July '90**



USMC HARRIER

From Absolute comes this graphically stunning simulation/shooter featuring the amazing Harrier Jump-Jet. Multiple perspectives and options expand the play value of the game.



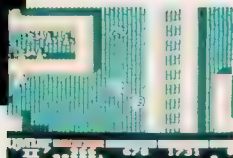
**Nintendo
Mindscape
June '90**

GAUNTLET 2

Straight from the arcade comes this dazzling sequel to the original coin-op smash. Gauntlet fans will be amazed at the scope of this title, which manages to faithfully duplicate nearly every aspect of play. From the numerous monsters that patrol the dungeons, to the four-player selection, to the real digitized voice effects, Mindscape has produced a game to be proud of! Little flicker plagued the prototype we saw, even in its most complex stages.



DIGITIZED VOICE!!!



**Nintendo
Acclaim
July '90**



NARC

The futuristic drug-bustin' cops pop out of the arcade and onto the NES! Acclaim brings the arcade action home in a horizontally-scrolling title that does an admirable job of recreating the advanced 32-Bit graphics of the coin-op.

Take to the road and fight off the vile followers of public enemy number one: Mr. Big. Watch out for dog attacks and the mini-Bosses that are waiting at the end of every level.



**Nintendo
Mindscape
July '90**

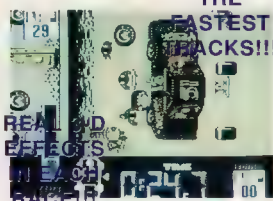
DAYS OF THUNDER

Developed around the upcoming Tom Cruise racing movie, Days of Thunder represents a new type of video driving game. In this cart you race around an actual track in a real environment, banking up the straight-aways and around the turns. Shifting and other aspects of racing are intact.



Go up high on the road and get ready for the next turn!

**RACE AT
THE
FASTEST
TRACKS!!!**



**TurboGrafx
NEC
July '90**

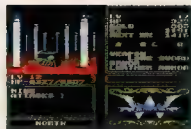
TWO-PLAYER SIMULTANEOUS!



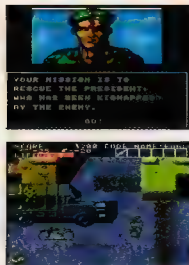
DOUBLE DUNGEON

While Genesis fans are enjoying RPGs like Phantasy Star 2, Turbo owners will

soon be exposed to a new type of adventure gaming in a game called Double Dungeon. Double Dungeon uses realistic first-person graphics that make it look and feel like you're actually in the mazes and rooms! Explore the depths of an incredible complex filled with secrets to uncover and monsters to slay. Increase hit points, practice magic and play two-players simultaneously!



**TurboGrafx
NEC
June '90**



BLOODY WOLF

If a shooting game with graphic/text screens, multiple weapons and eight different

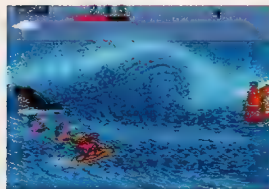
levels of play sounds good to you, then check out NEC's new Bloody Wolf. Wolf uses some familiar themes from games like Commando, and wraps them together within a nice 16-Bit package complete with a "Rescue the President" mission!



**TurboGrafx
NEC
Fall '90**



**FOUR DIFFERENT
GAMES IN ONE!
PARTY, SKATEBOARD,
SURF AND MORE!**



CAMP CALIFORNIA

Camp California represents one of the first Turbo games to be developed in the U.S. specifically for the TurboGrafx machine!

The early version we received boasts some of the most stunning graphics ever to be painted in a Turbo game. The backgrounds are stick and intermission screens are well drawn.

The game play is still being refined at this stage, but it does hold promise as a multi-event game with style.



**GRAPHIC
INTERMISSIONS!**



**TIME TO PARTY!
KICK OUT THE
CRASHERS**



**CLEAN UP
THE
BEACH TO
CONTINUE
HIT THE
PAVEMENT
ON YOUR
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TIPS, SECRETS AND STRATEGIES!

SUPER MARIO BROS. 3

SURVIVAL GUIDE

**RACK UP
99 FREE
MEN IN
NO TIME!**

**SECRET
ROOMS
REVEALED!**



VOL²UME

SUPER MARIO BROS. 3 SURVIVAL GUIDE

GRAB THE STAR CARD FOR A QUICK 5-UP!



At the end of every round you'll reach the card room! Get 3-of-a-kind and win mega bonus men!



The Star Card is the most valuable of them all. If you get three you will get a 5UP!



Way to go Mario!!!



Run full blast until your meter is fully powered. When you get to this here, hold the button to jump.



You'll hit the side of the card box, but the card that is released will always be the Star!

Although there are several places where you can rack up tons of free men, those who play the game traditionally will enjoy this tidbit!

To always get a star at the end of a round, run and build up your flying power as you reach the end of the level. When you approach the card box, jump at the angle illustrated at the left. It may take some practice, but soon you'll be getting a star everytime!

ANOTHER 99-MAN TRICK ON WORLD SEVEN!

Last issue we showed how to rack up 99 Marios with little effort and now we've found another way to easily rocket your reserve men to their max!

On World 7 get to the mini-castle. You'll encounter a special sub room that is filled with literally hundreds of coins! Not only do you rack up thousands of points by entering this area, you also are awarded a free Mario for every 100 coins collected!

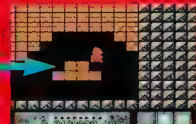
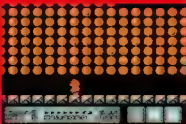
What makes this trick really work, however is the special Power Block that turns the hundreds of blocks into coins. Once you find it, and learn where to exit to re-enter, you can replace lost men in a snap!



In World Seven at the Mini-Castle play through the round to this point and break the P-Block!



After you collect all of the coins that you can, exit the room through this doorway and repeat!



POWER-UP WITH VALUABLE ITEMS!

WORLD 1-4

Get a Wing for Perfect Play!



Begin World 1-4 by collecting all of the coins you can find! You must get them all for this to work!



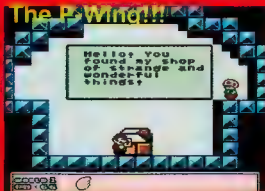
Be sure to get all the hidden coins, like the ones in this coin box or you won't get the Wing!



You must also collect the free men on this level! This is one of them here.



When you return to the map screen with all the coins and men, a new mushroom appears!



Grab it and you enter this room. Inside the treasure chest is the powerful P-Wing!

GET THE BONUSES!!!

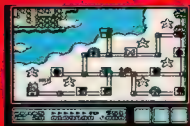
Two of the most powerful of all the power-ups in Super Mario Bros. 3 are the valuable P-Wing and anchor. There's only one problem: there simply aren't enough of them! With these two helpful tips, however, you'll soon be able to locate all new rooms where even more goodies await!

The first P-Wing is on Level 1-4, where the screen automatically scrolls from the right to the left. This makes it difficult to wait at coin boxes or break blocks, but that's what you have to do to get the P-Wing. In this round you must collect every coin, including those that are hidden. All the coin boxes must expire and if even one coin is left, the mushroom that gives you access to the P-Wing won't appear!

To get the anchor you must collect every coin, hit a power box to turn the blocks into coins, and grab all of them! If you get them all, another mushroom will appear where the anchor can be found.

WORLD 2-2

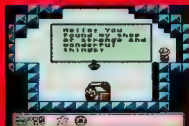
Get an Anchor for the Boat!



Begin by working your way to round 2-2. Collect the coins and hit the P-Block here to expose it. Grab the rest of the coins and...



...journey back to the log. This time, grab the P-Block to turn the blocks into coins. Jump at the end to get the last four coins...



...and another special mushroom will appear on the map scene! Grab it to enter the special room where the anchor awaits you!

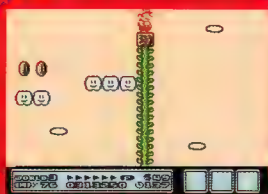
WORLD 3-7

Find Jugem's Cloud!

Another P-Wing, only this time there's much more to the trick and you also get some coins! To start the tip, move to World 3-7 and locate the hidden beanstalk. Climb the vine to the top and then take a big leap off to the right. You'll land on some clouds. Find the hidden musical note and catapult off of it into another secret round filled with clouds and coins! This will scroll you to the right where a secret treasure chest awaits, filled with the most valuable of the power-ups, the round-skipping cloud!



Start on 3-7 and get to this area. Jump up to unveil the vine!



Climb the vine to the very top. Use the clouds to get on the block!



Use a big jump to the right and you'll eventually land on...



...a row of seven clouds. Position Mario in the middle and jump...



...to expose the hidden note! Jump off of it to the hidden round!



Away we go! Mario scrolls to the right, collecting coins!



Until he reaches the treasure box! Collect the final coins and grab it!



Jugem's Cloud is revealed!

WORLD 5-3

Get in the Sack!

There is another power-up that Mario can use if he likes. Not many no of it. In World 5-3 there is a strange creature that lives in a sack. If you hit him from below he will disappear but leave the sack. Change to Tanooki Mario and you can get in the sack and use it!



Get to World 5-3 and hit this monster from below. his sack stays.



Change to Tanooki and jump into the sack from above.

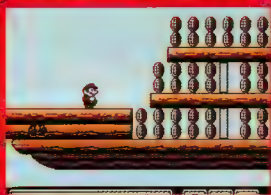


Tanooki Mario is now in the sack and can move about!

SUPER MARIO BROS. 3 UPDATES

In Volume One of the Super Mario Bros. Survival Guide there are two corrections which must be made to the tips. Although these were minor omissions, they are vital to the correct performance of the tricks.

The methods to make the coin boat appear will not work as they were printed in Survival Guide Number One. To make the Coin Boat appear in the first world you must not only have the correct number of coins (11 times the round number, that is 11 for round one, 22 for round 2, 33 for round 3, etc.), but you must also have the correct score when you finish the round. To make the valuable treasure boat appear, you must have exactly 10 at the end of your score (e.g. 22,610, 79810, etc.) Only by having the last two digits as 10 will the coin boat appear and the boat will appear on every round as long as you have the correct coins and score.



Also in Volume One of the Super Mario Bros. 3 Survival Guide is an incorrect picture for the third pattern of card layouts. Instead of the picture in the first guide, use this photo instead:



LOOK FOR A NEW EGM
SUPPLEMENT IN THE
NEXT ISSUE!



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NINTENDO PLAYER

BURAI FIGHTER 悪魔戦士

FACT-FILE

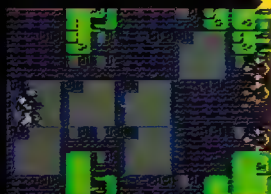
Manufacturer: Taxan
Machine: Nintendo
Cart Size: 2 Meg
Number of Levels: 7
Theme: Shooter
Difficulty: Above Average
Number of Players: 1
Available: Now

POWER-UP THE BURAI FIGHTER!

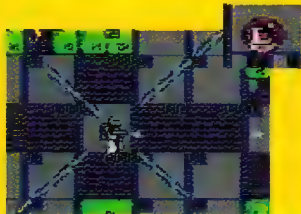
When certain enemy craft are destroyed, a power-up capsule is deposited. This item will cycle through three different enhancements that include Ring Shot, Laser Shot and Missile Shot. By collecting multiple numbers of the same implement, you can increase the performance of that weapon to staggering proportions!

PASSCODE POWER!

Before the battle begins, use the warp codes provided with each new level to skip earlier rounds of play and take the enemy on!



RING SHOT

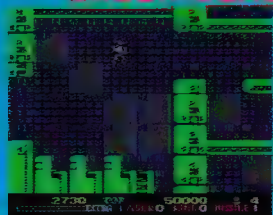


LASER SHOT



MISSILE SHOT

**BATTLE YOUR WAY THROUGH
TWO DIFFERENT KINDS OF
LASER-BLAZING ACTION!**



*Most of the
action takes
place from a
side-view!*

*But levels two
and six bring
the Burai Fighter
into an over-
head perspective
with new
enemies and
objectives!*

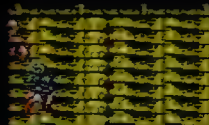
**SELECT THE
DIFFICULTY!**

SELECT LEVEL

EAGLE

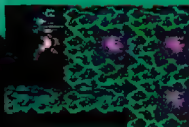
ALBATROSS

ACE

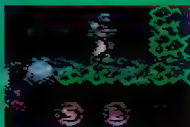


**DEFEAT EACH SECTION OF THE
ENEMY BASES IN THE OVERHEAD**

**SHOOT THROUGH SEVEN ROUNDS OF
ACTION IN THREE SKILL LEVELS!!!**



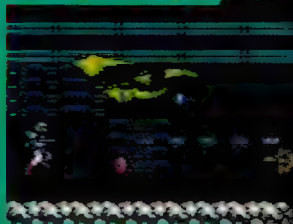
*Collect the power-ups
for extra firepower!*



*Look out for dead ends
during your battles!*

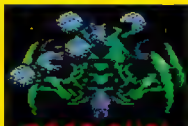


*Watch out for those
alien fighters!*



GET READY FOR SUPER BOSS ENCOUNTERS!!!

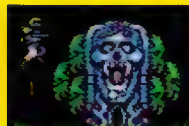
The guardians of
Burai Fighter are
some of the meanest
& most original
Bosses you will
see...check these
mega-monsters out!



BOSS ONE!



BOSS TWO!



BOSS THREE!

Abadox

FACT-FILE

Manufacturer: Milt Bradley
Machine: Nintendo
Cart Size: 1 Meg
Number of Levels: 7
Theme: Shooter
Difficulty: Average
Number of Players: 1
Available: Now

BLAST TO THE HEART OF AN ALIEN EMPIRE!



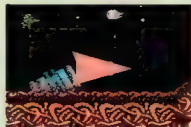
STORY

In Abadox you control a lone star soldier who must conquer a galaxy of invaders using a pulse rifle as well as a number of powerful weapon enhancements. Your adversaries are quick and numerous, filling the stars with mutating aliens, powerful space ships and fortified missile launchers!

As you progress through each vertical and horizontal landscape you can intercept weapon power-ups and secondary power-ups that will increase the speed of your trooper, create protective barriers and add special types of firepower to your attack. You'll need everything you can muster as you fight to the alien Bosses that control each level.

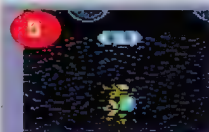
DUAL SCROLL SHOOT-OUT!

Abadox begins as a side-scrolling action-shooter in the same tradition as Life Force, but after one round...

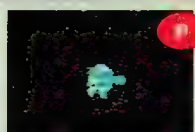


...the perspective changes to a vertical scroll, with your hero proceeding from the top to the bottom of the screen.

Secondary Weapon Power-Ups



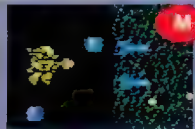
The power implement provides you with limited invincibility.



The power implement provides you with limited invincibility.

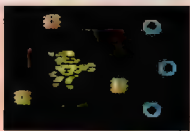


The barrier options create a spinning shield. Up to four at once.

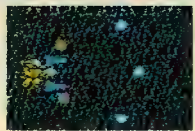


The barrier options create a spinning shield. Up to four at once.

Primary Weapon Power-Ups



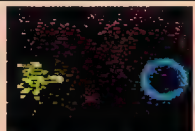
The ring blaster enhances your attack by spreading firepower.



Multi-shot fires five shots simultaneously for greater range.



Laser fires a piercing shot of extreme length and intensity one way.

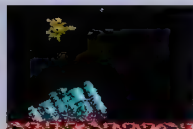


The energy sphere weapon could be the most powerful!

FIGHT YOUR WAY THROUGH SEVEN LEVELS!

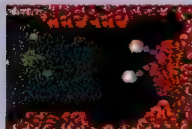
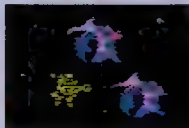
ROUND 1

Begin the game by attacking the surface of the planet. The aliens that attack you here are not very difficult to dispatch, so concentrate on building up your weapons and enhancements.



Your ship has crashed...can you survive the alien attacks?

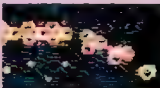
Look out for the strange aliens that attack your position.



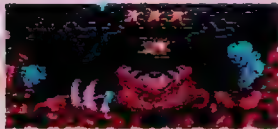
The first Boss must be hit in the eyes! Destroy him to world 2!

ROUND 2

The perspective changes to that of a vertical-scroll attack when Round 2 begins. Stay at the very top of the screen to avoid being hit, and then concentrate on the Boss to ward off round three.



This long snake is the first Mini-Boss you encounter mid-way through two.

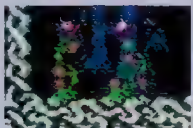


These jaws of death belong to the second Boss at the bottom of the pit. Hit him when he's open!

ROUND 3

Round three returns you back to the side-scrolling perspective to take on new aliens deep within the alien compound. Fly past barriers and work your way to the magnificent graphics at the end!

Look at these aliens! They sure are nasty-looking, aren't they?!



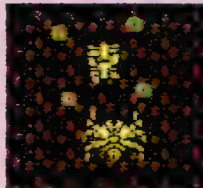
The Mini-Boss of Round Three fires multiple shots!



This Boss attacks from two heads!

ROUND 4

Things begin to really heat up when you reach the fourth level. New opponents take you on in another vertical-scrolling screen that becomes extremely difficult near the end when the Boss nears.

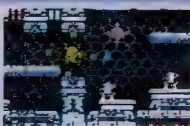


Here you must confront all new weapons like these. The spikes at the right are very difficult to pass.



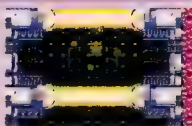
ROUND 5

This level is very detailed, with great graphics and animation. That doesn't mean it's easy, though, and you will need everything!



ROUND 6

The final round, as you would expect, is the most difficult of all. The pulsing energy transformers are just a bit of what you'll face.



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The Mafat Conspiracy!
Top Secret Episode
knocked the wind out of
you; this one will blow
you away!

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MAFAT CONSPIRACY

GOLGO 13



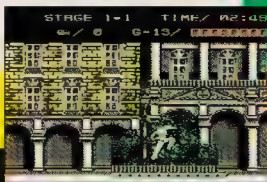
GOLGO 13 RETURNS IN A NEW ADVENTURE!

Can the Super-Agent Stop the Mafat Conspiracy?

Duke Togo to the Rescue!

It has been over a year since the master spy Duke Togo, also known as Golgo 13, has seen active duty on the NES. But now Vic Tokai has prepared an even more dangerous mission to test Golgo's abilities. A deadly terrorist group has captured a famous scientist. Using a special device that can actually pull satellites from orbit, the Mafat group is blackmailing Washington and Moscow. While the CIA and KGB test each other's resolve, Golgo is called in to figure out the Mafat's ruthless plans and destroy their leadership while the balance of world power rests in the cross-fire.

**EGM
GAME
OF THE
MONTH!!**



THE MISSION



"TAKE A LOOK AT THIS PHOTO."
"THAT'S DR. BARROWS, THE INVENTOR OF THE SATELLITE CAPTURE SYSTEM."
"THE SO CALLED MAFAT, A SECRET REVOLUTIONAY GROUP, HAS APPARENTLY TAKEN BARROWS TO SOMEPLACE IN PARIS WHERE THEY'VE GOT HIM CONFINED UNDER GUARD."
"OUR DATA SHOWS THAT MAFAT APPEARS TO HAVE USED DR. BARROWS SATELLITE CAPTURE SYSTEM TO BRING DOWN THE SOI SATELLITE."

"WE ARE ASKING YOU TO RESCUE DR. BARROWS; KNOW THE MAFAT LEADER."

"I UNDERSTAND. I'LL SEE WHAT I CAN DO."

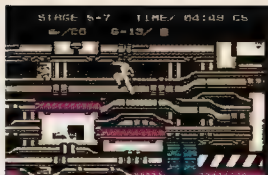
"I'M JAMES, MR. TOGO. THIS BUSINESS IS TROUBLESOME, ISN'T IT?"

"ARE YOU A MISTAKE?"

ACTION!



The side-scrolling action scenes make up a lot of the Golgo game.



Golgo can kick and punch his way out of the enemy attacks - but that's only part of what's in store for the super agent...

DRIVING!

Push the pedal against the floor and take off in your advanced sports car. Get to the target point in time to continue your quest and receive top secret information on the Mafat's next moves! Watch out for traffic jams!



Take to the road to intercept the bad guys before they get away!



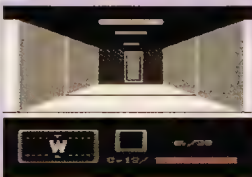
SHOOTING!



Once Golgo is in position, he has the opportunity to take the enemy out once and for all!

LOCATE THE EXIT INSIDE EACH MAZE!

In the Mafat Conspiracy, Golgo 13 will face all-new and even more complex labyrinths inside the enemy hide-outs. Although a compass will help through some of the harder areas,



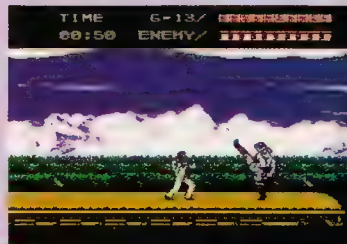
Inside an enemy building



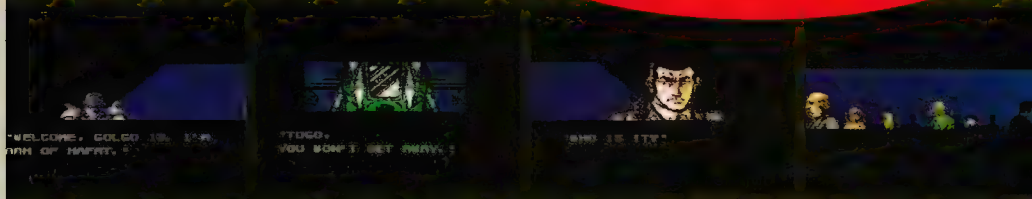
Shoot your way past the Mafat terrorists.

the Duke must still prove his skills at bagging the bad guys with his Python revolver whenever a Mafat agent appears.

The first person mazes, Golgo soon discovers, lead to escapes, and higher rounds of play.



INTERMISSION!



SEGA GENESIS

AIR DIVER

FACT-FILE

Manufacturer: Seismic
Machine: Genesis
Cart Size: 4 Meg
Number of Levels: 9
Theme: Simulator/Shooter
Difficulty: Above Average
Number of Players: 1
Available: April '90



Study the flight control and weapons systems of the Air Diver F-119 stealth plane before entering combat.

Roaring out of the skies, you take control over the most powerful warplane ever created - the F-119, code-named: Air Diver. This ship is armed to the teeth with vulcan cannons and heat-seeking missiles - just about anything you could ever want if you were going head-to-head against an enemy equipped with superior air power!

In Seismic's second entry for the Sega Genesis, you climb into the cockpit of the Air Diver to take on just such an enemy. You must liberate all the nations of the world by destroying a terrorist army's fleet of drones, Aces and Boss spaceships. Defeat them and you must refuel and transport to another area. Shoot, loop and barrel roll your way to victory...the fate of mankind is in your hands.

CONQUER THE WORLD!

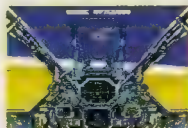
Use your transporter to engage the enemy in new locations. After destroying the drones, Ace and Boss invaders in that country, it is liberated!



After you have successfully piloted the Air Diver through hostile territory, that country is freed!

LOCK ON!...FIRE!!!

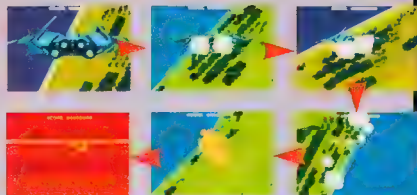
Once you have the ID on an enemy pilot, your missiles will lock on. Use this prompt to fire a rocket to take out the attacker.



When the heads-up display turns red, you're locked on! Fire your missiles for a direct hit!

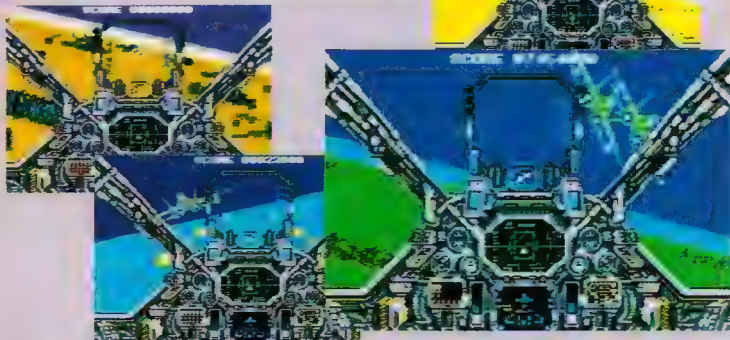
BAD SHOT!

If the Air Diver is hit, you crash to the ground!



BATTLE AROUND THE WORLD!

Fly the unfriendly skies in nine "hot spots" across the planet!



TAKE ON THE SUPER-BOSSSES IN OUTER SPACE!!!

OUTPOST: GENESIS

REFUEL!

After the battle for each continent is won, get ready to refuel in mid-air before proceeding to the next combat zone.



GENESIS NEW SOFT NEWS!!

One of the few complaints that have been registered against the Genesis from the beginning has been the machine's lack of new titles. While most players seem to be generally pleased with the high quality of the Genesis games, they are equally upset by the infrequency of their release.

In the future, however, players will be in for a very sweet surprise! At the upcoming CES show, Sega will be showing an abundance of new softs, through their own company and through the dozen-plus third-party companies that have appeared to produce for the revolutionary 16-Bit.

While a lot of the games are coin-op conversions, there are also plenty of original efforts in the works like these:

JULY - After Burner 2
AUGUST - Pat Riley Basketball, Cyberball, Ghostbusters
SEPTEMBER - Moonwalker, Super Monaco GP, E-Swat, Columns
OCTOBER - Vermillion
NOVEMBER - Dick Tracy, Mickey Mouse, Buster Douglas Knockout Boxing
DECEMBER - Strider, Joe Montana Football, Sgt. Slaughter's Wrestle War
JANUARY - Shadow Dancer, Dynamite Duke, Phantasy Star 3, Power Drift
MARCH - 688 Sub, Spider Man, Super Fantasy Zone

From third-party companies come exciting titles that touch on everything from RPGs to shooters:

NAMCO - Phelios, Burning Force
TECHNO SOFT - Thunder Force 3
INTV - Curse, Junction, Caesar
TRECO - Atomic Robo-Kid, Bando
HOT-B - Insector-X, Ka-ge-ki, Darwin
KYUGO - Super I
RENOVATION PRODUCTS - Axis (Final Zone 2), Whip Lash, Ashura
DREAM WORKS - Shove It!, Explode Star, Hell Fire, Star Crusair, Fire Shark
MEDIAGENIC - Tongue of the Fatman
TENGEN - Hard Driving
NUVISION - Bimini Run, Tony's Taxi
KENECO - Air Buster, The Wall, DJ Boy
SEISMIC - Air Diver, Super Hydride

Additional games will also be coming from Electronic Arts, Color Dreams, and other new third-party licensees.

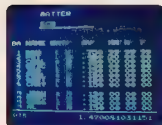


Why is it said
that this is the
top baseball game?

As you may have learned through the articles in magazines and other media, Baseball Simulator 1.000 has been rated as the top baseball game among professional game evaluators. It's because this game cartridge with 2 mega and a backup battery is packed with a great number of ideas that fulfill your needs.

Play the game your way:

For instance, up to 6 players can compete, in addition to that, you can select from 5 games to a full-scale 165 game pennant race. Full-auto pennant simulator feature will progress a pennant race automatically as long as a power supply lasts. Edit function lets you enter any information you want to change any existing team, or you can create six original teams and save them all. This video game is the only place that allows those hilarious and eccentric Ultra-plays. These are just a few examples. Baseball Simulator 1.000 is fully loaded with all the desirable features you can think of. For that reason it's possible for you to play it your own way.

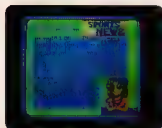
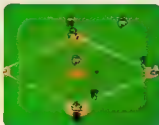


Complete Editing

Start with a full team of 12 batters and six pitchers. Then, you decide what kind of team to make. Enter the exact stats you want for a winning team. Use the latest major league stats, make an all-star team, even enter yourself as the star. With six programmable teams, you'll have a whole league of your own!

Intense and Realistic Action

Make a team of quick runners for a fastpaced game. Create players with awesome power for an all-out Home Run Derby. Or give your team the hottest hurlers for an intense pitching game. No matter what kind of game you want to play, it's all possible.



Televised Season Simulation

With the Full-Auto Season, you can play out a continuous season and watch your team from game to game. Even individual players can be tracked with full stats and top-10 rankings. Go for the triple crown!

THE PERFECT SIM

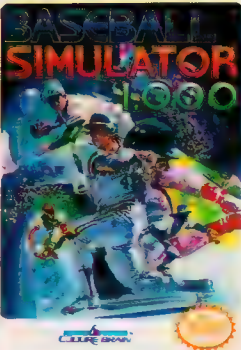
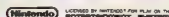
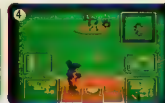
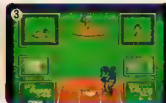
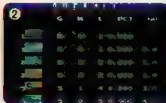
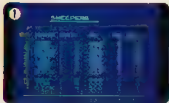


ALL ATOR OOO



The newest Baseball games, a comparative table

	Baseball Simulator 1.000	A company's baseball game
SEASON PLAY	5- game season, 30, 60, to full-length 165- game season	From 2 to 125 game season
STADIUM SELECTION	six different stadiums	one stadium
TEAM'S STATS SAVE & DISPLAY FEATURES	Yes	Yes
PLAYER'S STATS SAVE & DISPLAY	Top-10 lists are created for six different categories. Also keeps full stats of all 108 players.	Top-10 lists are created for six different categories.
TEAMS	From 18 to 24	From 8 to 14
TWO PLAYER MODE	7- game series. Series stats are created.	Single game only
FULL AUTOMATIC SEASON SIMULATION	Yes	none
ULTRA PLAY	25 kinds of Ultra play	none



- Play ball with your favorite major league stars, heroes from the past, fantasy leagues—even enter yourself as the star! Enter team and player names, and all the important stats for your very own team.

- Play a full length season with six teams, for 5, 30, 60, or even 185 games. Follow the teams and players through the season-monitor their stats, even get top-10 rankings in batting and pitching.**

- Simulate a full season based on statistics. The season can be played automatically, while you can enjoy following a team through its games. And by editing team and player abilities, it's a full-auto simulation game.

- Add a whole new dimension of fun to baseball with the wacky Ultra Plays. Throw pitches that disappear or speed up in mid-air. Fight back with hits that explode or knock out the fielders. And catch them by leaping hundreds of feet in the air. With the six teams of the Ultra League, you'll play baseball like it's never been played before!

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Disney Character

THE MAGIC OF

SCHEHERAZADE.

TM

SCHEHERAZADE

ONE DAY PEACEFUL ARABIA WAS ATTACKED BY THE DEMONS. THE EVIL MAGICIAN SABARON SUMMONED THEM FROM THE DARK WORLD FOR HIS EVIL DESIRE. ONE BRAVE MAGICIAN ATTEMPTED TO FIGHT HIM. BUT HE FAILED, AND HIS SWEETHEART WAS TAKEN AND ALL HIS MEMORIES ERASED.

The Magic
of
Scheherazade™

HE WAS EVEN THROWN INTO A DIFFERENT TIME PERIOD. DO YOU REMEMBER THIS? THE YOUNG MAGICIAN IS YOU. ONLY YOU CAN SAVE ARABIA. PLEASE, FIGHT SABARON AGAIN!

An action adventure from the Arabian Nights.

The five nations in Arabia have been dominated by summoned

giant demons. The devil of the water, Gilga, is lurking on the bottom of the moving lake to submerge the world. The demon of winter, Troll, snows on the forest and freezes everything.....

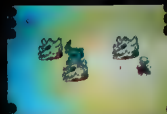
You are the direct descendant of the legendary magician Isfa. You must use your magic to face



Magical spells come to life on the screen in a kind of fire and storm of electricity.

up to these evil spirits.

But don't be pessimistic about it. You can get all the help you need from eleven allies who have various strengths to bring on more powerful magics. With them you can call a flash of lightning, you can give rise to a burst of flames to burn your enemies, and more...



Rebuke your strength with an assortment of swords, magical rods, and special items.

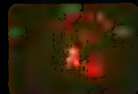
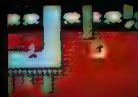
Moreover, when the Alalart solar eclipse blocks out the sun, it is

time for you to bring the Great Magic into play. You can fill up your energy as well as your items, or cover a sunbaked desert with rain. Your mission is to travel through the magical world of Arabia and time to defeat the



An encounter with the enemy! Create a battle formation with your allies, then field it out with powerful magic!

great and evil Sabaron and bring peace back to the Arabian nations.



Journey into the Arabian Nights as a unique and fascinating adventure begins to unfold.



Giant enemies fill the screen and challenge you to battle.

FIVE CHAPTERS OF MAGIC AND MYSTERY, OVER 750 DAZZLING SCREENS.

Unprecedented scale, challenging puzzles, and intense combat, unlike anything else. And a finale full of awe and wonder. The world of Scheherazade is an adventure full of glory.

MAGICAL BATTLES WITH ELEVEN ALLIES!

Seek out your trusty companions and invoke an astonishing variety of magical spells. Through the past and the future, you are the hero, battling the sinister forces of evil.

ARTIFICIAL INTELLIGENCE ENHANCES THE GAME EVEN MORE!

With the support of the Artificial Intelligence programming, even beginning players can enter the magical world of Scheherazade and behold its wonders.

GRAPHICS AND SOUND FROM A WORLD OF FANTASY!

With stunningly beautiful visuals and a musical soundtrack that will captivate your imagination, the Magic of Scheherazade is a gaming experience that'll leave you spellbound!



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REALISTIC KUNG-FU ACTION RETURNS!

IT'S A BATTLE OF THE

AFTER A PROLONGED SILENCE,
THE LEGEND RETURNS!

SUPER REAL KUNG-FU GAME.

FLYING DRAGON

You'll face the toughest challengers from six
different styles of fighting, at the World Tournament
of Contact Sports.

The gong has sounded. Now it's up to you to
become the World Champion.



The refined game play and
sophisticated action will leave you breathless with excitement. When it comes to
realistic kung-fu games, there's only one champion—
FLYING DRAGON.

You are Ryuhi, a dedicated student of the ancient art of Kung-Fu. But your wise master has been kidnapped, and with him, the Secret Scrolls, which hold the key to awesome fighting skills. Now, set out to defeat the evil Tusk Soldiers and regain the scrolls. Your goal: The World Tournament of Contact Sports, where you will seek out the evil warriors of darkness.

CHAMPIONS

FLYING DRAGON™

The classic hand-to-hand combat game and arcade hit (Shang-Hai Kid") is back, especially enhanced for the NES!

KUNG-FU SO REAL, YOU'LL BE OUT OF BREATH!

It's the first game to include realistic defensive techniques, letting you thrill to the most authentic kung-fu fighting ever created in a videogame.

With an incredible assortment of moves at your command, you'll feel like an expert fighter, thanks to the support of Artificial Intelligence programming. Here are just some of the fantastic moves you'll master.



1. MANY SECRETS AWAIT YOU!

Set forth on a journey to regain the Secret Scrolls and the hidden techniques they hold.

2. THE POWER OF JUSTICE

Only by completing the mandara seal can you gain its mystical powers and defeat Dargon, the lord of the Tusk Soldiers.

3. TRAINING SESSION

Start your training at Shorinji, the legendary birthplace of Kung-Fu.

4. DEFEAT THE SOLDIERS FROM DARKNESS

It's Dargon, and he's transformed into a deadly opponent! You'll need the ultimate move, the Hiryu-no-Ken kick, to knock him down!

5. YOU WILL BE A HERO!

Fight your way through the World Tournament of Contact Sports. Victory will be in your hands.

Nintendo

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CULTURE BRAIN™

THE GHOSTBUSTERS

Manufacturer: Sega
Machine: Genesis
Cart Size: 4 Meg
Number of Levels: 5
Theme: Action
Difficulty: Average
Number of Players: 1
Available: July '90



CONTROLLING THE GHOSTBUSTERS!

No matter which of the three Ghostbusters you select, they all control in the same manner. Learning the moving and shooting techniques is critical to beating many of the enemies...especially the Bosses.

Pick your favorite Ghostbuster character and practice these moves. Mastering them is important to success.



WHO YA GONNA CALL?

From the silver screen to the 16-Bit Genesis comes the video game version of everybody's favorite monster mashers, the Ghostbusters! Unlike previous computer and NES formats, Genesis Ghostbusters employs a much more appealing and graphically stunning action theme, featuring five spooky buildings filled with ghosts, ghouls and monstrous Bosses!

Graphic/text screens help develop the story as the Ghostbustin' trio make their way to the castle of an evil scientist. Multiple play techniques, dazzling graphics and an addictive challenge conspire to make this one of the best Genesis carts yet!

When the ghost is released from the Boss, hit it with the beam and drag it into the tap on the floor.



TRAP THE SPOOKS!

After defeating each of the Bosses, a green ghost will appear, along with a trap. The game now changes!

Use your particle gun to trap the monster and bring it closer to or move it further away from your Ghostbuster. When the ghost is moved over the open trap, it is sucked away and captured! Don't let the ghost get away or you'll lose valuable points!



Take a look at the whole city in the map scenes. Five buildings await the Ghostbusters!



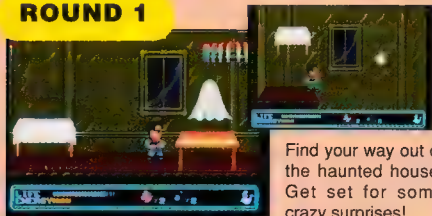
When each building has been freed from its unwanted visitors, you move on to the next!

MAP SCREEN

Work your way to the Castle of Gozer while plotting your progress on the city map. After you've dispatched the ghouls haunting the New York real estate scene, bonus points are awarded, and then the Ghostbusters gang is off again to do battle with new evil spirits.

BUST THROUGH 5 ROUNDS OF PLAY!

ROUND 1



Find your way out of the haunted house! Get set for some crazy surprises!

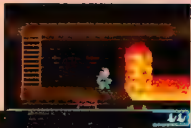
ROUND 2



The second round gets even more complicated!

ROUND 3

You're getting closer to the mansion! Locate the Bosses!

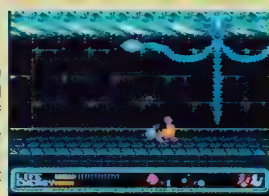


ROUND 4

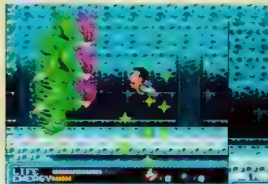
Almost there! Find your way through the flaming pits and you'll come face to face with the last Super Boss before Mr. Stay Puft!

GET READY FOR THE SUPER BOSSSES!

Use the map to locate each of the Boss lairs. Each round has a different number of ghoulies which must be eliminated before play can progress, so be sure to get them all!

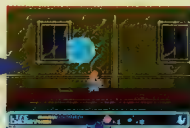


The first Boss begins as one and then splits into two attackers!



The subsequent Bosses that you must face become progressively more difficult to destroy!

LAY A TRAP AND BAG A GHOST!



When a Boss is eliminated, a Green Ghost will appear! Use your gun to stop him...

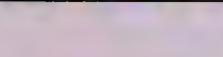
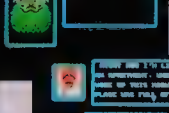
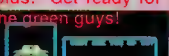
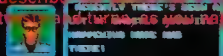


...and then drag him over the open trap to capture him!

GOT 'EM!

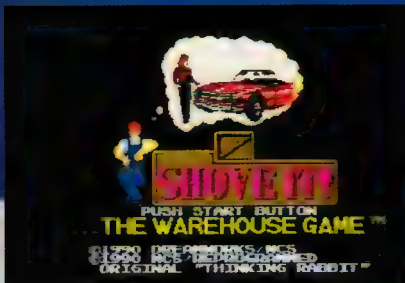
GRAPHIC/TEXT INTERMISSIONS!

Before you go ghost-hunting, and in between each Boss capture, you'll see new graphic/text screens that describe the action as it unfolds! Get ready for some fun and thrills as you nab the green guys!



Weapon Select & Power-Up

Take your money to the shop to purchase more powerful weapons, traps, health and defensive options.

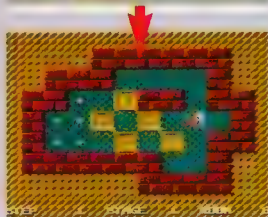


FACT-FILE

Manufacturer: Dreamworks
System: Genesis
Cart Size: 2 Meg
Number of Levels: 160
Theme: Puzzler
Difficulty: Hard
Number of Players: 1
Available: Now

Make Your Fortune Moving Boxes!

What a lonely job it is being a warehouse worker! If only you had the money to win over your girlfriend and get that new sportscar. Well, here's your chance! In Shove It! you become Stevedore who must move boxes over special target dots that are all laid out within the confines of each maze-like warehouse. You must use your smarts as well as your box-moving skills if you are to complete the challenges that lay ahead! This is a puzzler with no equal and outstanding graphics as well!

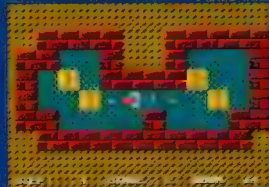
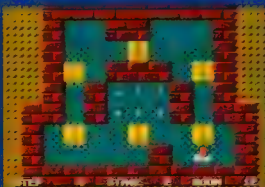
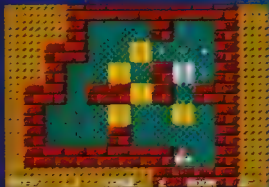


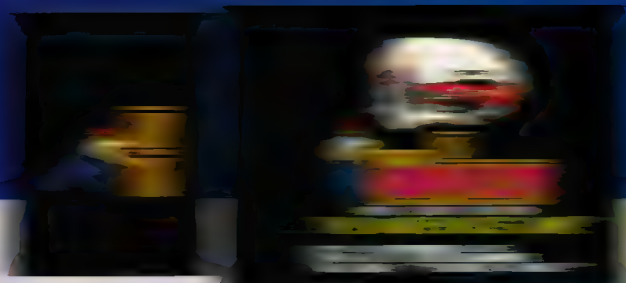
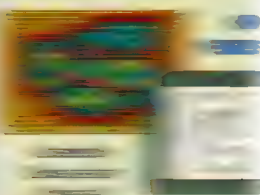
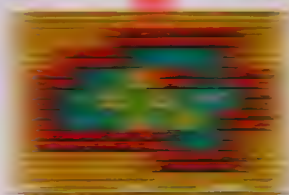
GameBoy
 Boxxel and
 Shove-It!



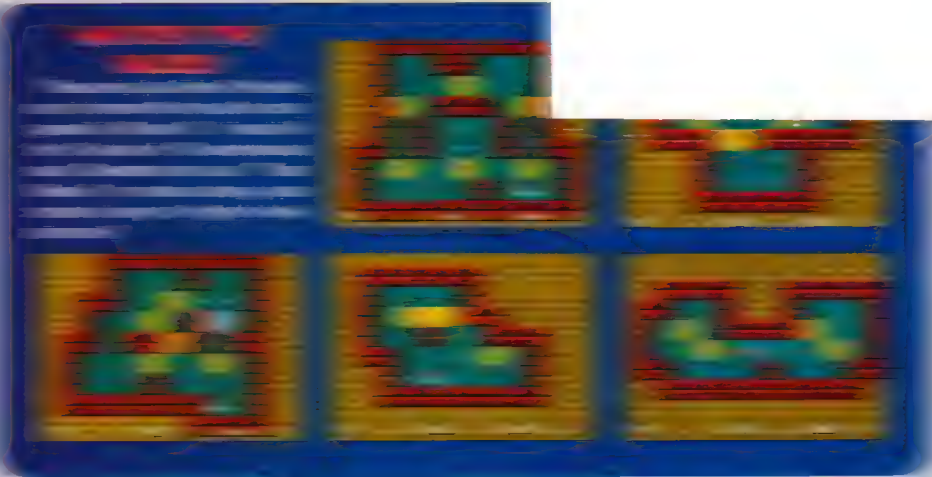
MASTER THE MAZES!

These are just a few of the dozens of rooms that must be conquered in Shove It!. In each of the 16 levels of 10 warehouses each, Stevedore can use "Trace Modes" to retrace steps, pass codes to warp to higher levels and more!



[illegible]

**SUBSCRIBE
TO THE
BEST!!!**



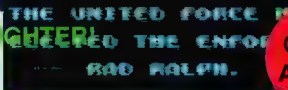
For TurboGrafx-16 Fans Only!!!



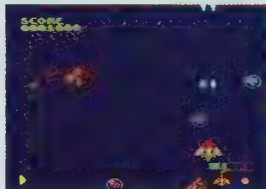
You assume control of a rampaging robot on a mission! As the leader of the Cyber Core, a group of powerful robots constructed to finish the battles that others begin, you head towards an alien armada of incredible size and strength. Can you defeat the enemy and their super Boss vehicals?

Only by taking advantage of the robot's sleek maneuvering skills and advanced weapon enhancements will you be able to put down the aliens. Capture one of the four special offensive cannons to tailor your firepower to the particular area you are in and then build it up to staggering proportions!

As you head deeper and deeper into enemy territory, expect to see even more powerful weapons at the aliens' disposal. If things get too rough, resort to your secret Psycho Energy Blaster to lay waste to the entire region! Only the Cyber Core can stop them - the fate of the world is in your hands...

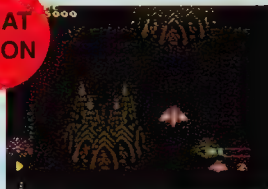


**VERTICAL
SCROLLING
SHOOTING ACTION!**



Only by picking up the same color of power-up capsule will you be able to enhance your weapon. If you capture different colored capsules your weapon will change and you will have to build that laser up separately.

Manufacturer: IGS
Machine: TurboGrafx-16
Cart Size: 3 Meg
Number of Levels: 8
Theme: Shooter
Difficulty: Easy
Number of Players: 1
Available: May 1990

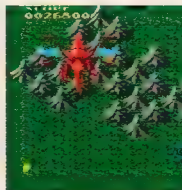


There are eight different stages in Cyber Core, each one with its own backgrounds and setting. Although the environments may appear different, the object remains the same throughout...shoot, shoot, shoot!



**POWER
UP!**

Stage 1

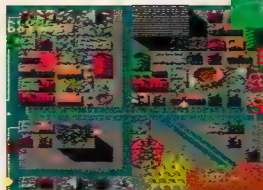


**BLOW THE
BOSS WORM
AWAY WITH
BOMBS!!**

The first battle zone is a good place to learn the ropes and get your ship powered-up! The landscapes are water and mountains here.



Stage 2

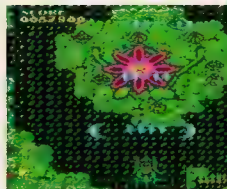


**BOMB THE
SPIDER AND
SHOOT THE
PODS!!**

Earth's bombed-out cities scroll by underneath your ship in this stage. Take out the enemy vehicles that now roam the city streets!

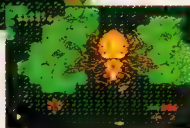


Stage 3

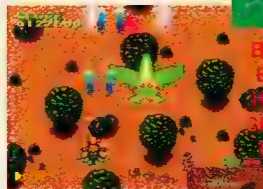


**SHOOT THE
GIANT BEE
AND AVOID
THE LARVE IT
FIRES!!**

Alien swamps, riddled with strange plant life and other attacking creatures make up most of three. Can you survive this much power?!



Stage 4



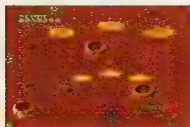
**BOMB THE
BEETLE'S
HEAD AND
SHOOT THE
BUGS HE
SPITS OUT!!**

The aliens have turned Earth into their world and stage four illustrates the damage. Fly around erupting volcanos as they attack!



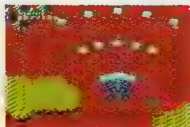
POWER-UP WEAPON

RING BLASTER



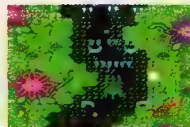
This is a good air weapon that is powerful and diverse. The Ring fires an array of powerful circles.

MULTI-WAY



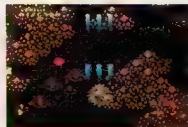
This weapon, which is one of the most effective, launches a barrage of shots in a five-way spread.

PULSE FIRE



Standard forward firepower with added beams that encircle the ship and offer defensive protection.

TORPEDO



Launches up to three separate blasts of highly focused energy. Not as effective due to limited spread.

GAMEBOY CLUB



BATMAN

BATMAN™ WIPES OUT CRIME ON A SMALL SCREEN!



POLICE COMMISSIONER GORDON: "OK. GOT IT."

PAUSE 1-1 WEAPON 2-2
SCORE 5630 2X3



SCORE 106970 WEAPON 2-6



Sunsoft's NES version of Batman has been heralded as one of the best action games ever developed for the system! Now Sunsoft has unveiled their GameBoy translation and, despite the lack of color, it is HOT!

You once again assume the role of the Dark Knight™, trying to take away the streets of Gotham City™ from the thugs and gangs who are terrorizing the population.

GameBoy Batman follows the storyline of the mega-hit movie perfectly, with between round intermissions that explain the storyline and action that unfolds in all of the familiar locations from the movie.

Sunsoft turns up the intensity of Batman by adding different types of weapons, thrilling Boss encounters, and even rounds where you pilot the Batwing™ and Batmobile™ against the Joker™ and his evil henchmen! Can you save Vicki Vale™ and bring peace back to Gotham?



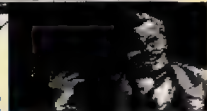
FACT-FILE

Manufacturer: Sunsoft
Machine: GameBoy
Cart Size: 256K
Number of Levels: 5
Theme: Action/Shooter
Difficulty: Average
Number of Players: 1
Available: June 1990

BOSSSES!!!

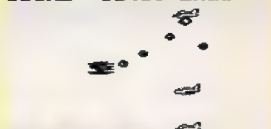


TAKE ON JACK IN AXIS CHEMICAL!



DESTROY ME. "

PAUSE 3-1 WEAPON 2-5
SCORE 31430 2X1



ROUND ONE

SCORE 16970 WEAPON 2-2



The battle begins on the streets of Gotham City...can you survive?

ROUND TWO

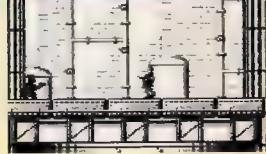
SCORE 17020 WEAPON 2-2



Break into Axis Chemical and locate Jack Napier, soon to be...

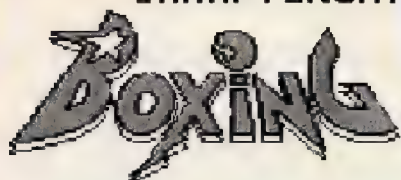
ROUND THREE

SCORE 68510 WEAPON 2-2



THE JOKER! Keep moving and get out of Axis at all costs!

HEAVYWEIGHT CHAMPIONSHIP



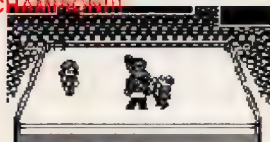
FACT-FILE

Manufacturer: Activision
Machine: GameBoy
Cart Size: 128K
Number of Levels: N/A
Theme: Sports
Difficulty: Average
Number of Players: 1 or 2
Available: Summer 1990



Strap on your GameBoy Gloves for some real Boxing Excitement!

CHAMPIONSHIP



HITLER?
H 5' T 15 KU

Boxing is one of the hardest-hitting sports you'll ever find on a video screen and now Activision has brought all of the fancy-foot thrills and bone-bustin' spills of boxing to the small screen with their new GameBoy title, Heavyweight Championship Boxing!

In this arcade-style game, you determine your character's strengths and weaknesses and then step into the ring against some of the meanest boxers around. Fight in both overhead and first-person perspectives as you work your way to the championship!



TOKYO THUNDER
ASTAN CHAMP
13 KO 3 KO 2 LOST
H 5'7" U 181 RIGHT

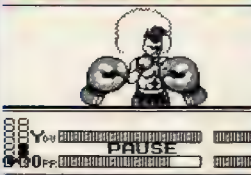
POWER-UP!

POWER



Allocate your powers and improve them after each fight.

FIRST PERSON BOXING!



The scene shifts and you can now punch, dodge and block!

IN THE RING!



An overhead view is used as you use fancy footwork in the

GET A K.O. OR POINTS!

JUDGMENT

THE CHAMP	ACTIVISION	LIGHTING LOU
10	M.H.	9
10	T.S.	10
10	P.R.	9

After each round a standard 10 point boxing judgement is

CAN YOU DEFEAT THESE CHAMPION BOXERS?



LEFTY O'HOOK
EUROPEAN CHAMP
24 KO 20 KO 1 LOST
H 6'3" U 216 LEFT



THE CHAMP
WORLD CHAMP
31 KO 31 KO 0 LOST
H 6'0" U 216 RIGHT

U.S. NATIONAL VIDEO GAME TEAM'S HIGH SCORE CLUB

Effective April 1, 1990

GAME OF THE MONTH HIGH SCORES!!

This Month's Game...

Sega's **GHOULS & GHOSTS**



1. **Mike Long** 610,900 Chicago, IL
2. **Mark Snider** 566,300 Portland, OR
3. **Chuck Miller** 519,800 Unknown
4. **Alan Norton** 509,300 San Francisco, CA
5. **Mike Cavanaugh** 448,600 St. Louis, MO

GAME	SYSTEM	SCORE	PLAYER
Abadox	Nintendo	88,000	Mike Miller
After Burner	Nintendo	14,335,970	Jeff Yonan
Alien Crush	TurboGrafx	75,629,000	Steve Ryno
Bad Dudes	Nintendo	347,000	Mark Winters
Burai Fighter	Nintendo	100,000	Target Score
Blazing Lazers	TurboGrafx	14,073,630	Jeff Yonan
Double Dragon 2	Nintendo	116,080	David Wright
Godzilla	Nintendo	9,646,700	David Wright
Ironsword	Nintendo	229,850	Jim Allee
Legendary Axe	TurboGrafx	2,014,400	Conrad Cheslock
Ninja Gaiden	Nintendo	999,990	David Thomas
P.O.W.	Nintendo	311,500	David Wright
Rambo 3	Genesis	1,280,100	Tony DeSilvey
Rampage	Sega	744,865	Max Rockafellow
Revenge of Shinobi	Genesis	2,408,100	Tony DeSilvey
Sky Shark	Nintendo	1,043,570	Jeff Yonan
Space Harrier 2	Genesis	30,721,000	Lee Venteicher
Super C	Nintendo	100,000	Target Score
Super Mario Land	GameBoy	999,990	Brent Gustafson
Teenage Mutant Turtles	Nintendo	785,900	David Thomas
Thunder Force 2	Genesis	1,557,250	Tony DeSilvey
Truxton	Genesis	100,000	Target Score

To submit a score, send a SASE to: Sendai Publications, High Scores, 1920 Highland Ave., Ste. 300, Lombard, Illinois 60148

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Nintendo Power™—March/April 1990

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